

Scene	Duration	Panel	Duration
64	03:00	2	01:00



Dialog

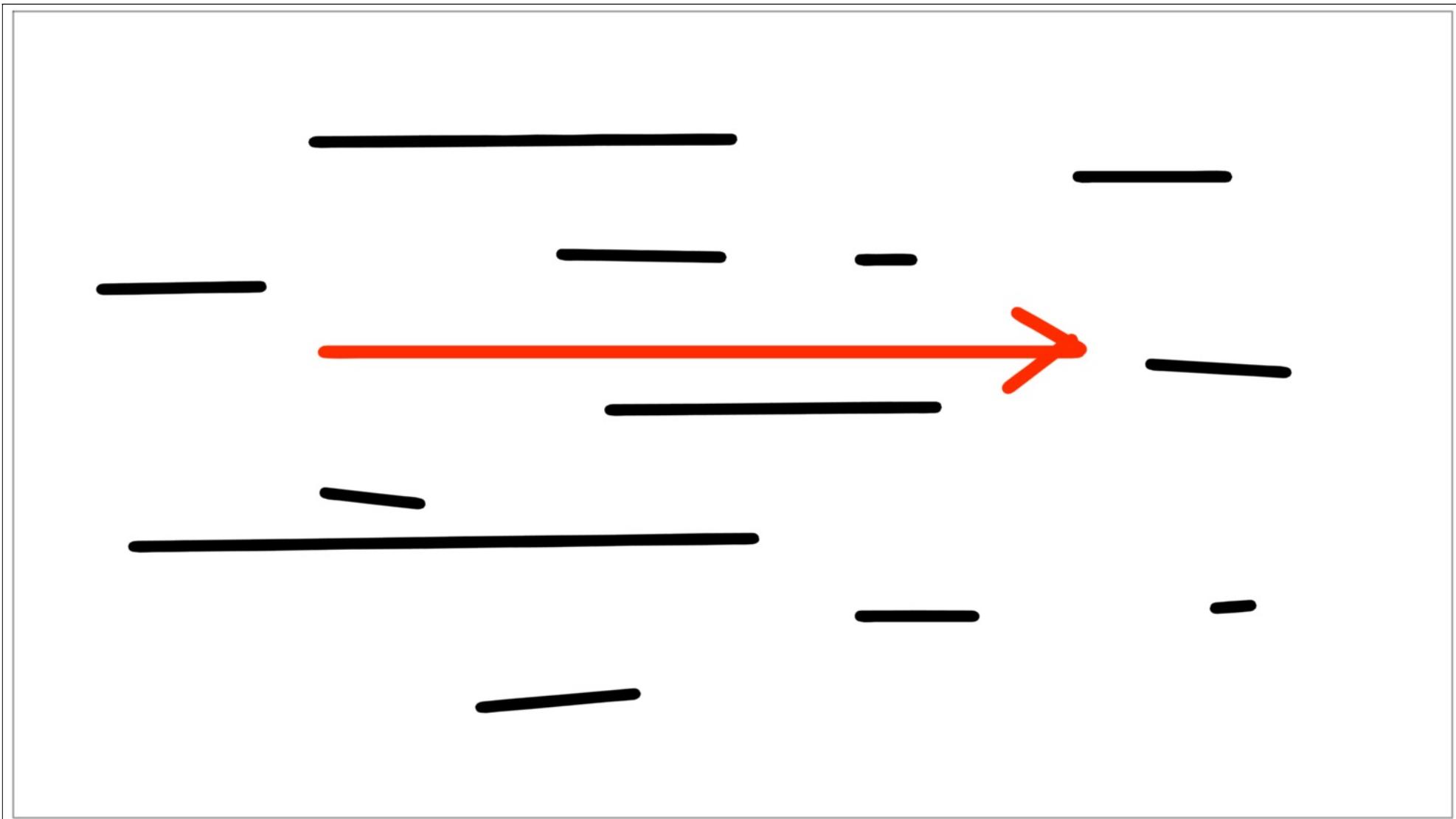
Y5: i think that's all the bumbos.

Scene	Duration	Panel	Duration
64	03:00	3	01:00



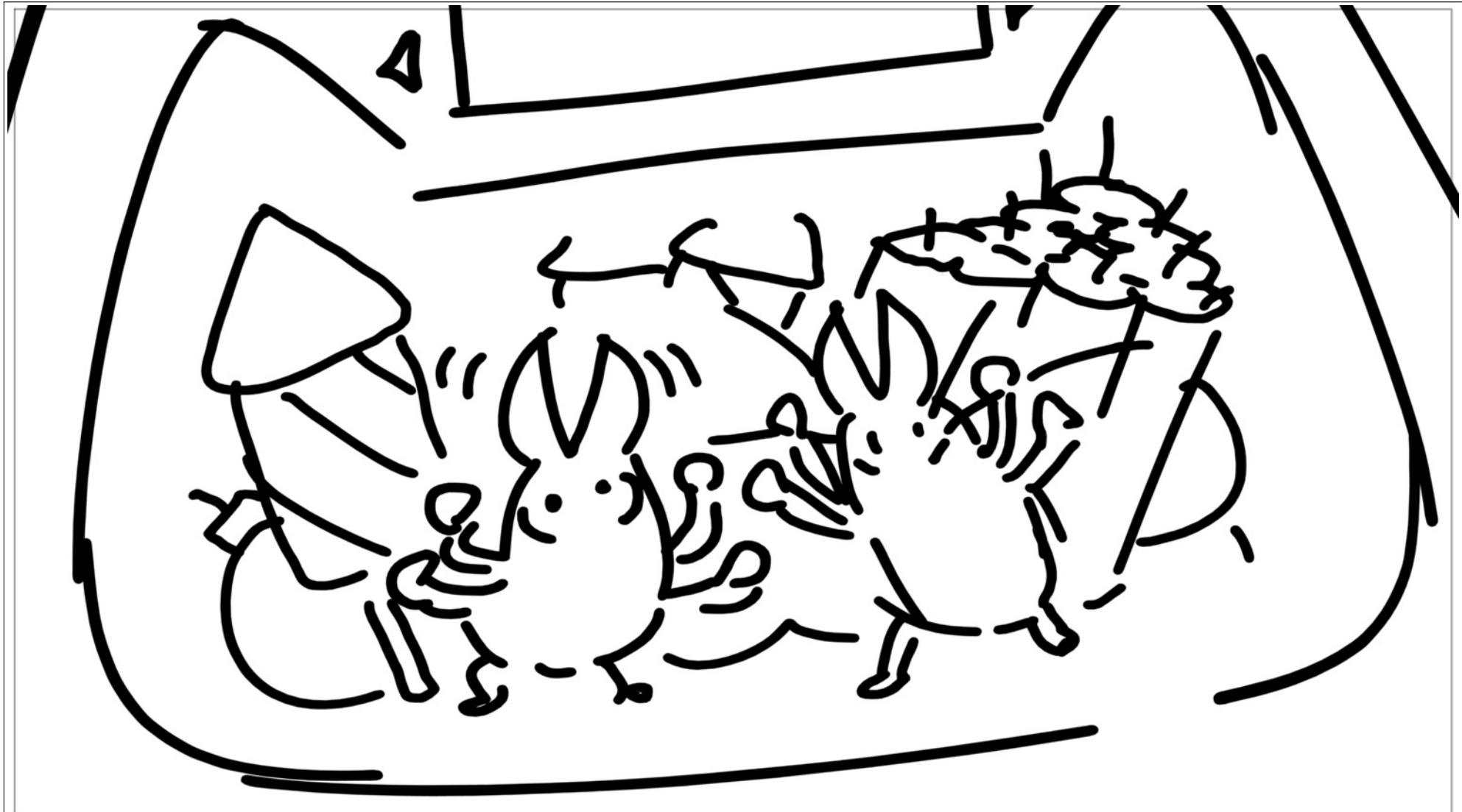
Dialog
(offscreen yelling) sheriff!

Scene	Duration	Panel	Duration
65	01:00	1	01:00



Action Notes
whip pan right

Scene	Duration	Panel	Duration
66	03:00	1	01:00



Dialog

loot sisters: help!!! we messed up!! [...] !

Scene	Duration	Panel	Duration
66	03:00	2	01:00



Dialog

loot sisters: help!!! we messed up!! [...] !

Scene	Duration	Panel	Duration
66	03:00	3	01:00



Dialog

loot sisters: help!!! we messed up!! [...] !

Scene	Duration	Panel	Duration
67	04:00	1	01:00



Dialog

BMO: you can swim, right?

Scene	Duration	Panel	Duration
67	04:00	2	01:00



Dialog

BMO: you can swim, right?

Scene	Duration	Panel	Duration
67	04:00	3	01:00



Dialog

Y5: (uneasy) yyeeeaaahhh....

Scene	Duration	Panel	Duration
67	04:00	4	01:00



Dialog

BMO: HYAH!! GIDDY UP [...] !

Scene	Duration	Panel	Duration
68	03:00	1	01:00



Scene	Duration	Panel	Duration
68	03:00	2	01:00



Scene	Duration	Panel	Duration
68	03:00	3	01:00



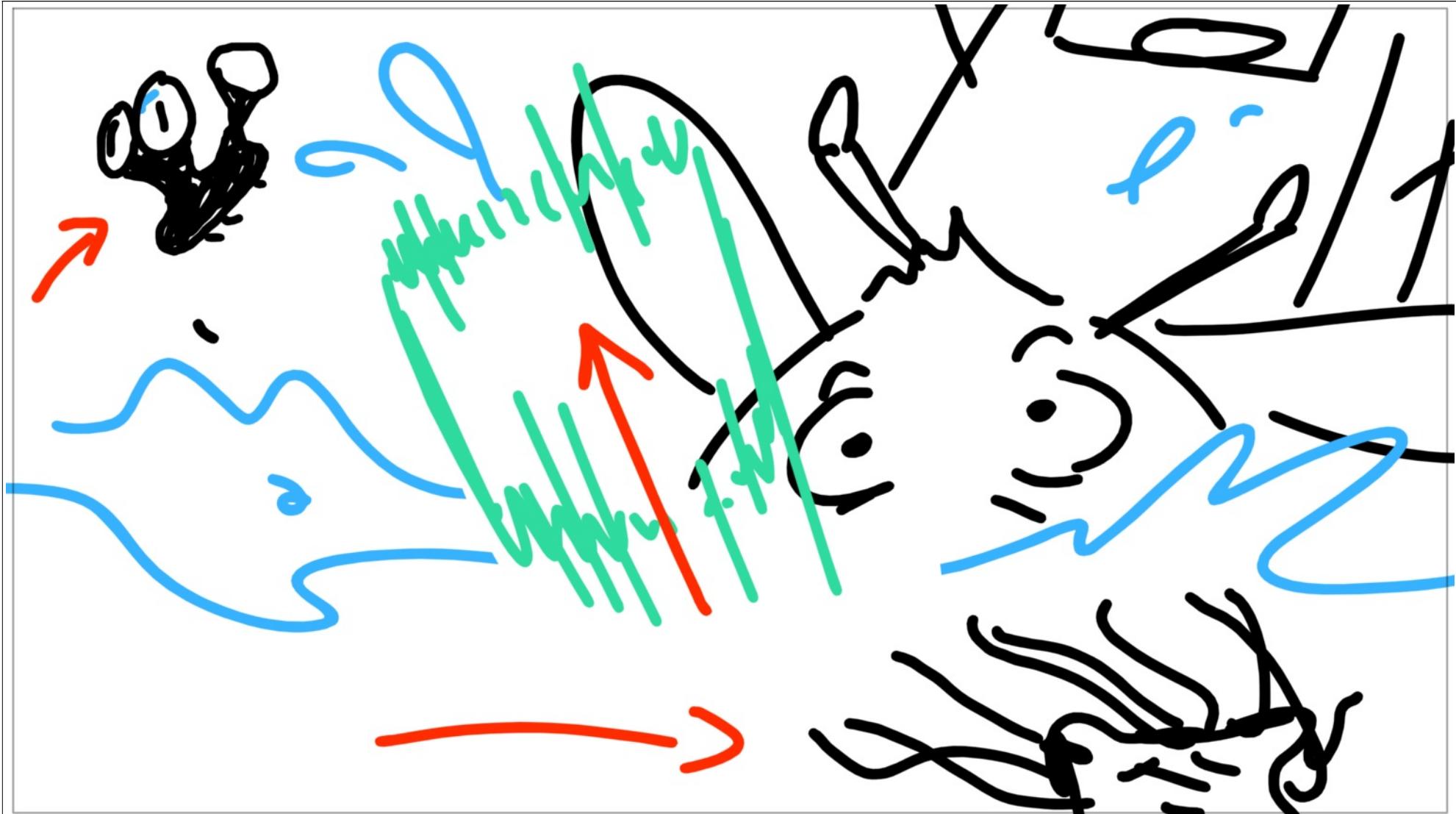
Scene	Duration	Panel	Duration
69	04:00	1	01:00



Dialog

Y5: (pant.... pant....)

Scene	Duration	Panel	Duration
69	04:00	2	01:00



Dialog

SFX: *cellphone ringtone*

Scene	Duration	Panel	Duration
69	04:00	3	01:00



Dialog

Y5: h-hello ?!

Scene	Duration	Panel	Duration
69	04:00	4	01:00



Dialog

(from hologram) Mom: where are you??

Scene	Duration	Panel	Duration
70	01:00	1	01:00



Dialog

Mom: mr. M is on his way to pick up that robot for dismemberment.

Scene	Duration	Panel	Duration
71	05:00	1	01:00



Dialog

Y5: uhhhh I was just about to call you, I'm on my way back now--

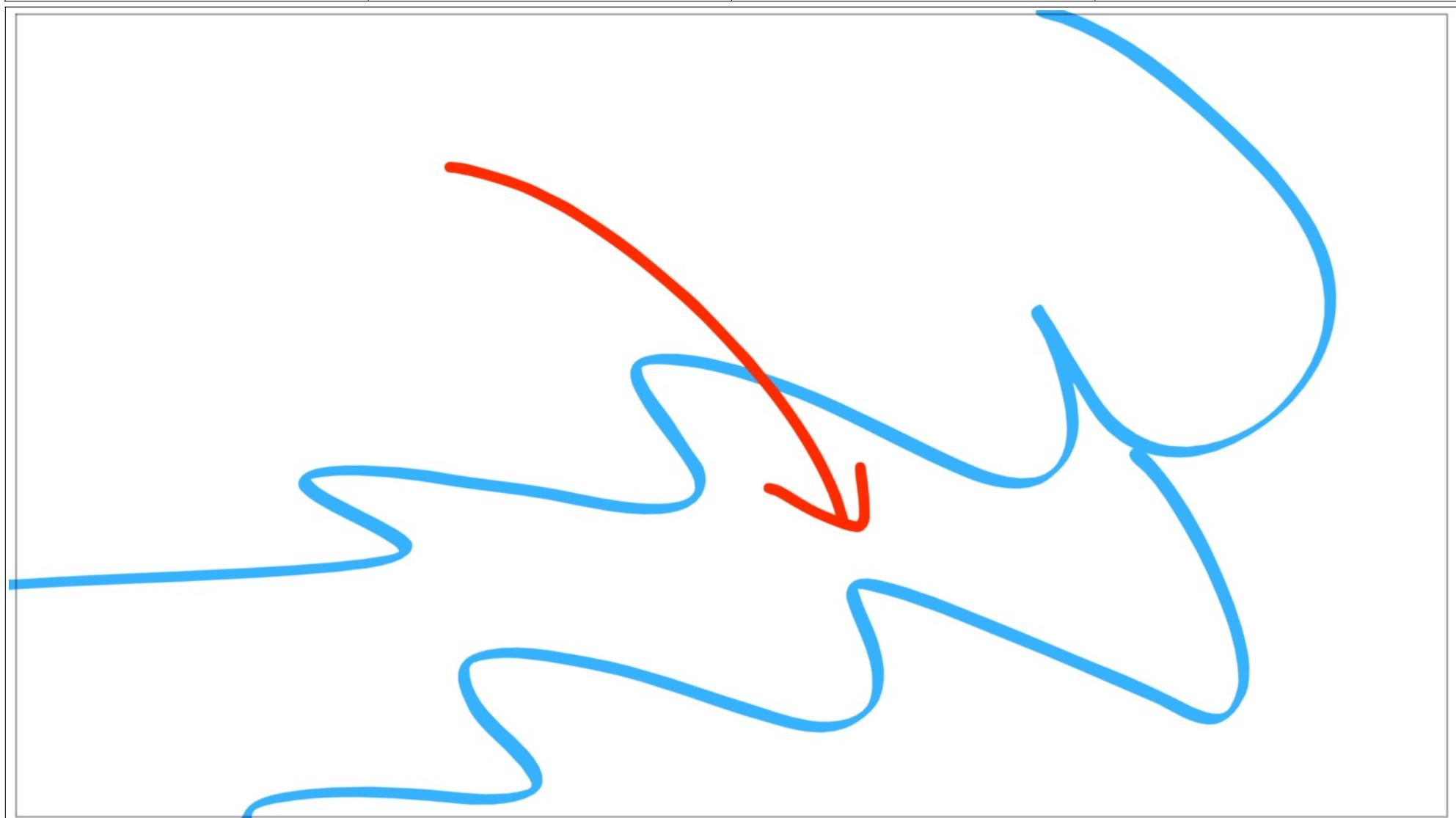
Scene	Duration	Panel	Duration
71	05:00	2	01:00



Dialog

Y5: HUAAAAAAH

Scene	Duration	Panel	Duration
71	05:00	3	01:00



Dialog
woosh

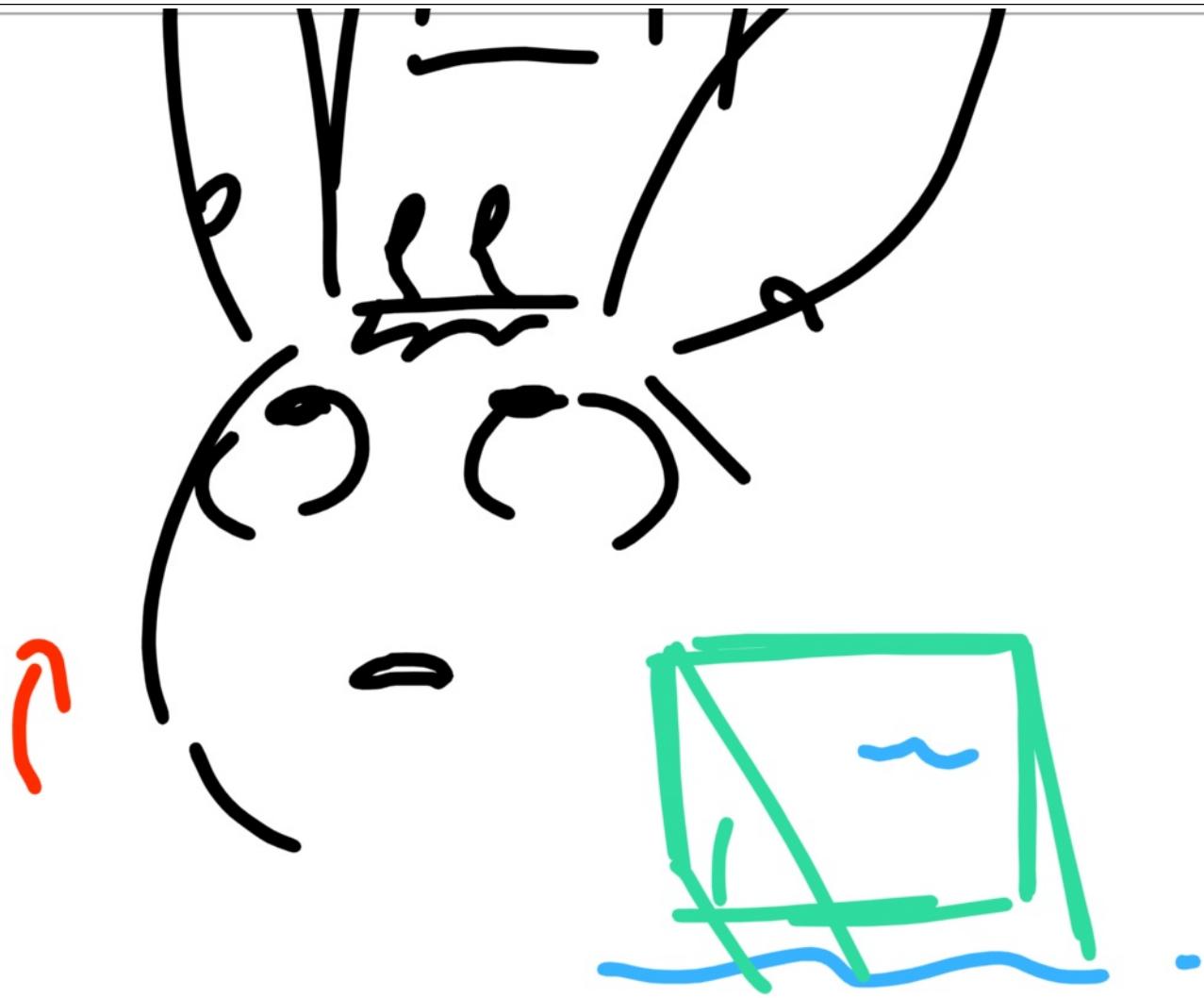
Scene	Duration	Panel	Duration
71	05:00	4	01:00



Dialog

Mom: what's going on??

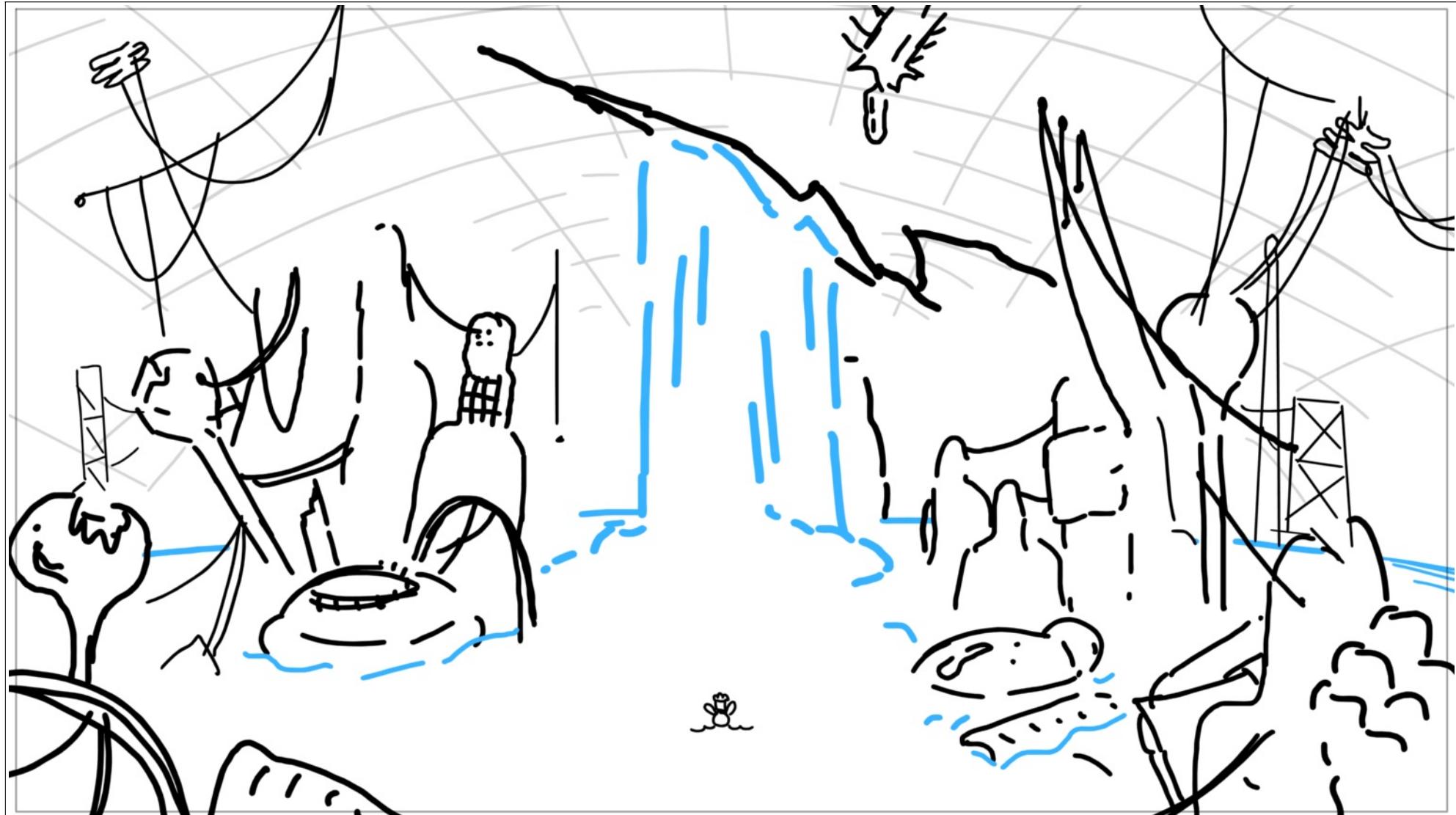
Scene	Duration	Panel	Duration
71	05:00	5	01:00



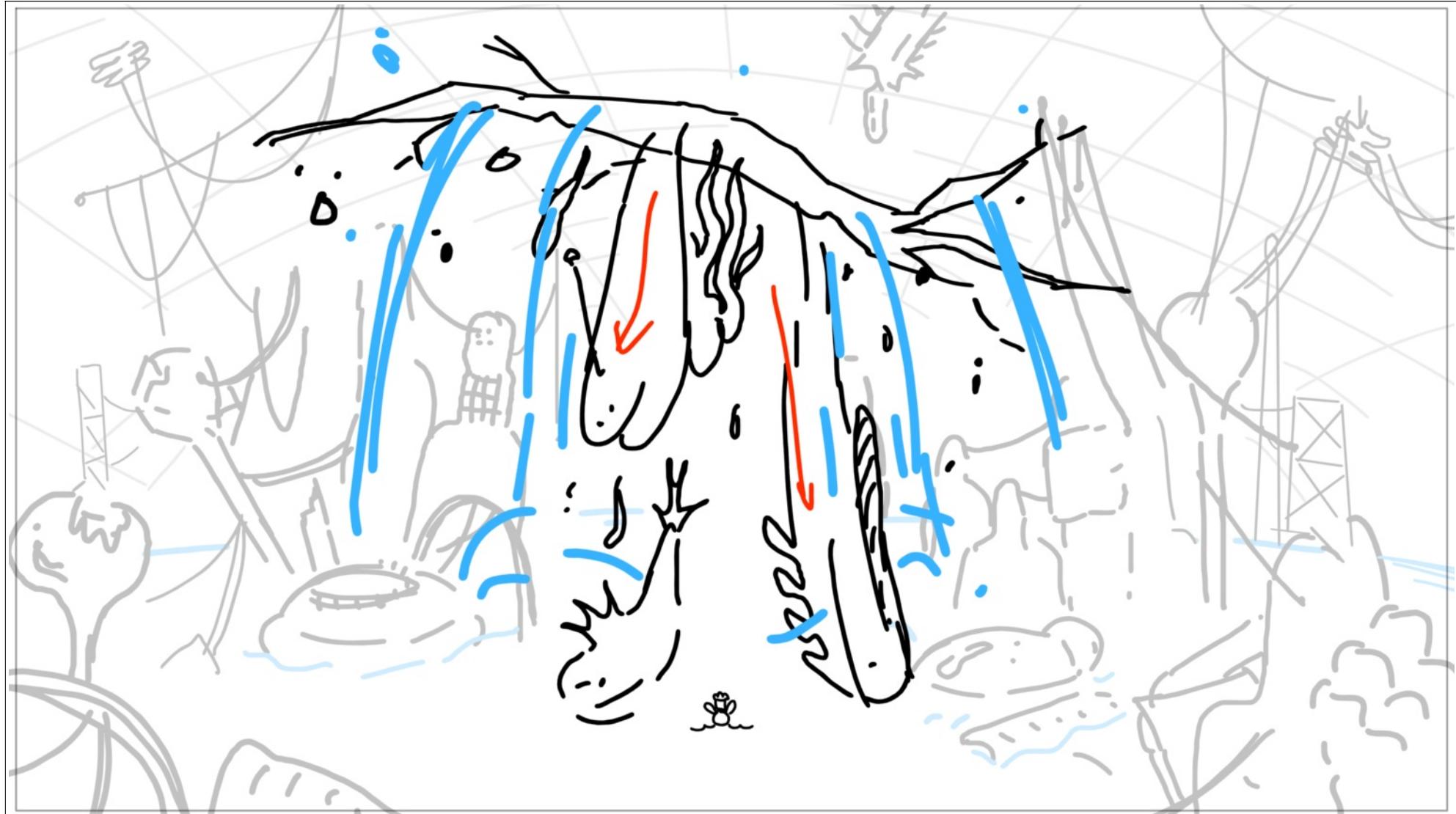
Dialog

Mom: what's going on??

Scene	Duration	Panel	Duration
72	02:00	1	01:00



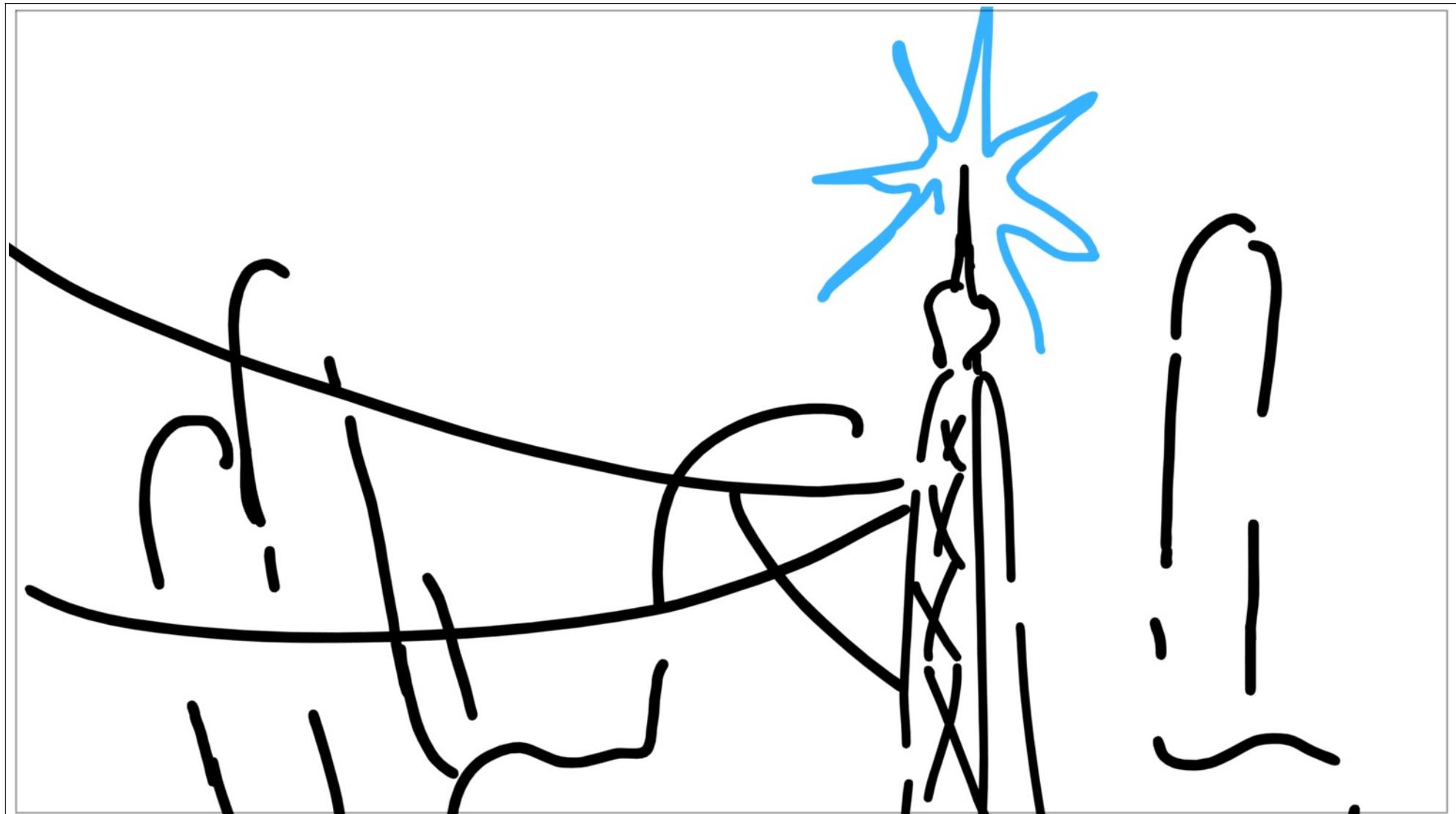
Scene	Duration	Panel	Duration
72	02:00	2	01:00



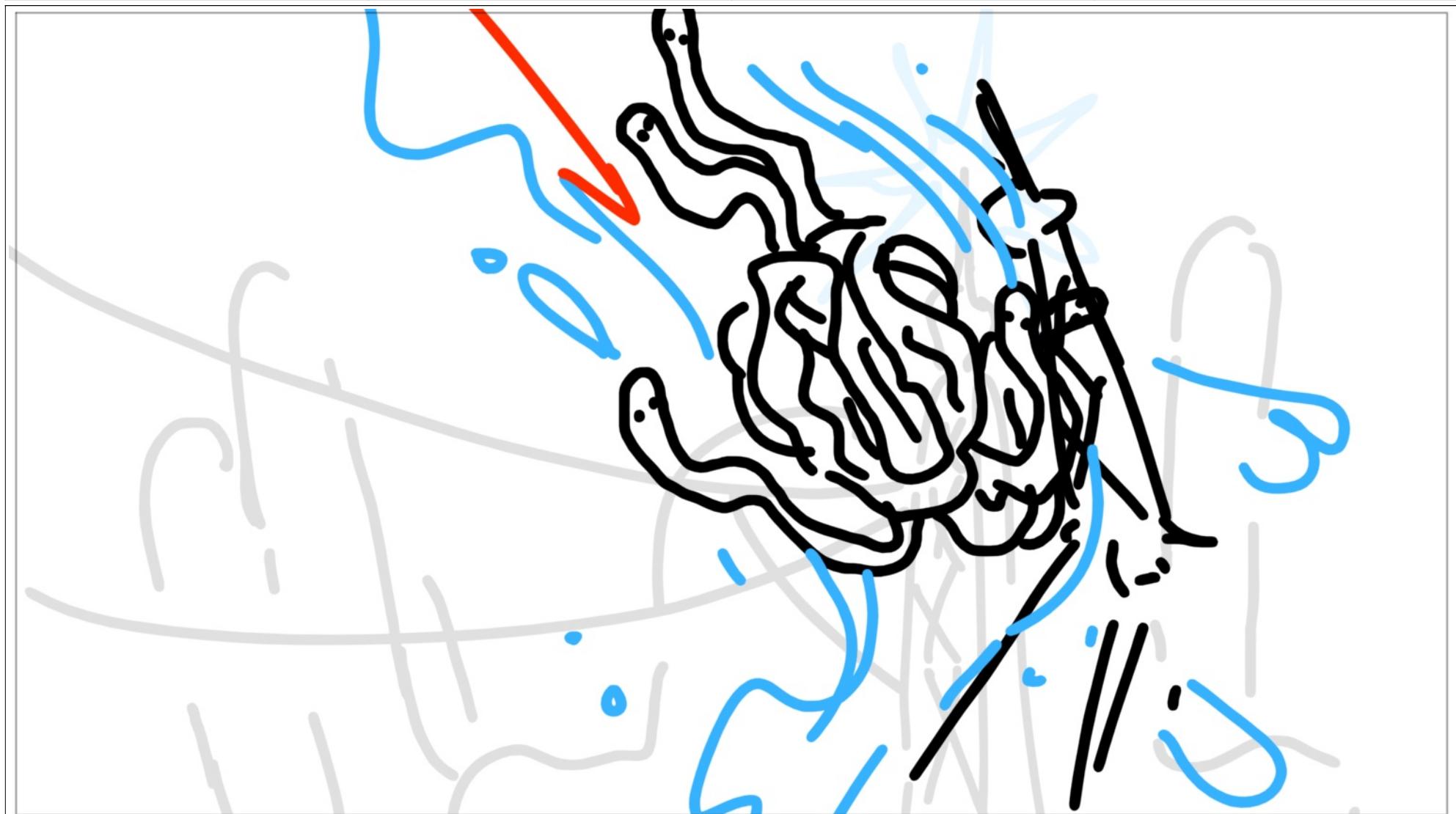
Action Notes

crack in the dome opens up and huge sea creatures start pouring out

Scene	Duration	Panel	Duration
73	02:00	1	01:00



Scene	Duration	Panel	Duration
73	02:00	2	01:00



Action Notes

cell phone tower gets hit with worm king

Scene	Duration	Panel	Duration
74	03:00	1	01:00



Dialog

Mom: Y5, answer me!

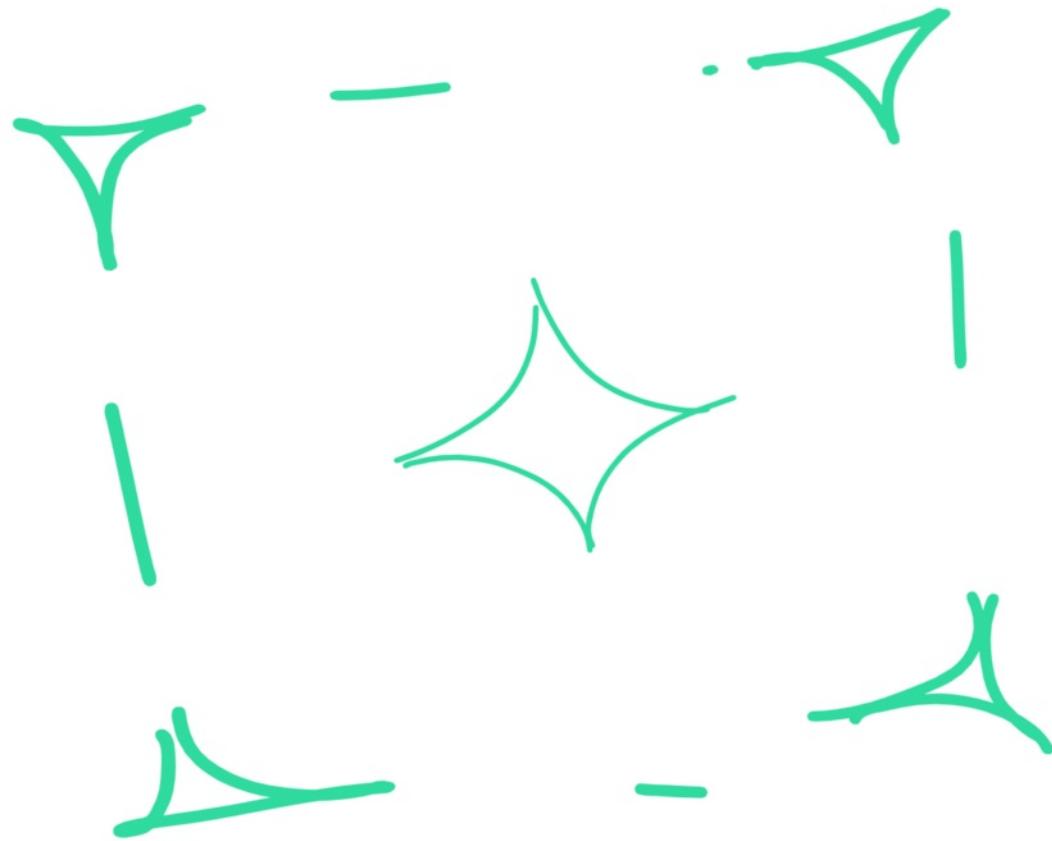
Scene	Duration	Panel	Duration
74	03:00	2	01:00



Dialog

SFX: (connection fizzles out)

Scene	Duration	Panel	Duration
74	03:00	3	01:00



Action Notes

hologram disconnects

Scene	Duration	Panel	Duration
75	02:00	1	01:00



Scene	Duration	Panel	Duration
75	02:00	2	01:00



Scene	Duration	Panel	Duration
76	02:00	1	01:00



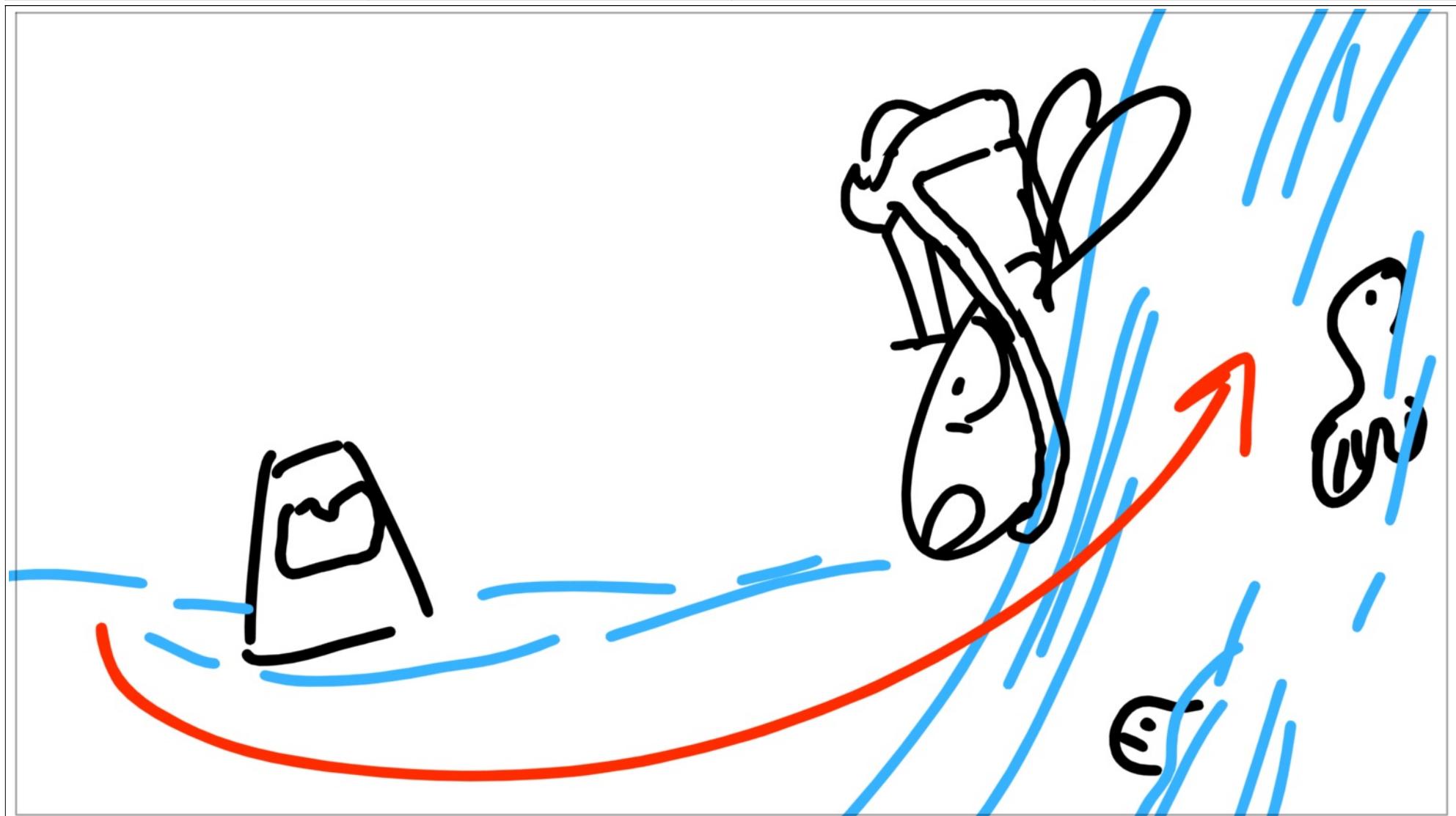
Scene	Duration	Panel	Duration
76	02:00	2	01:00



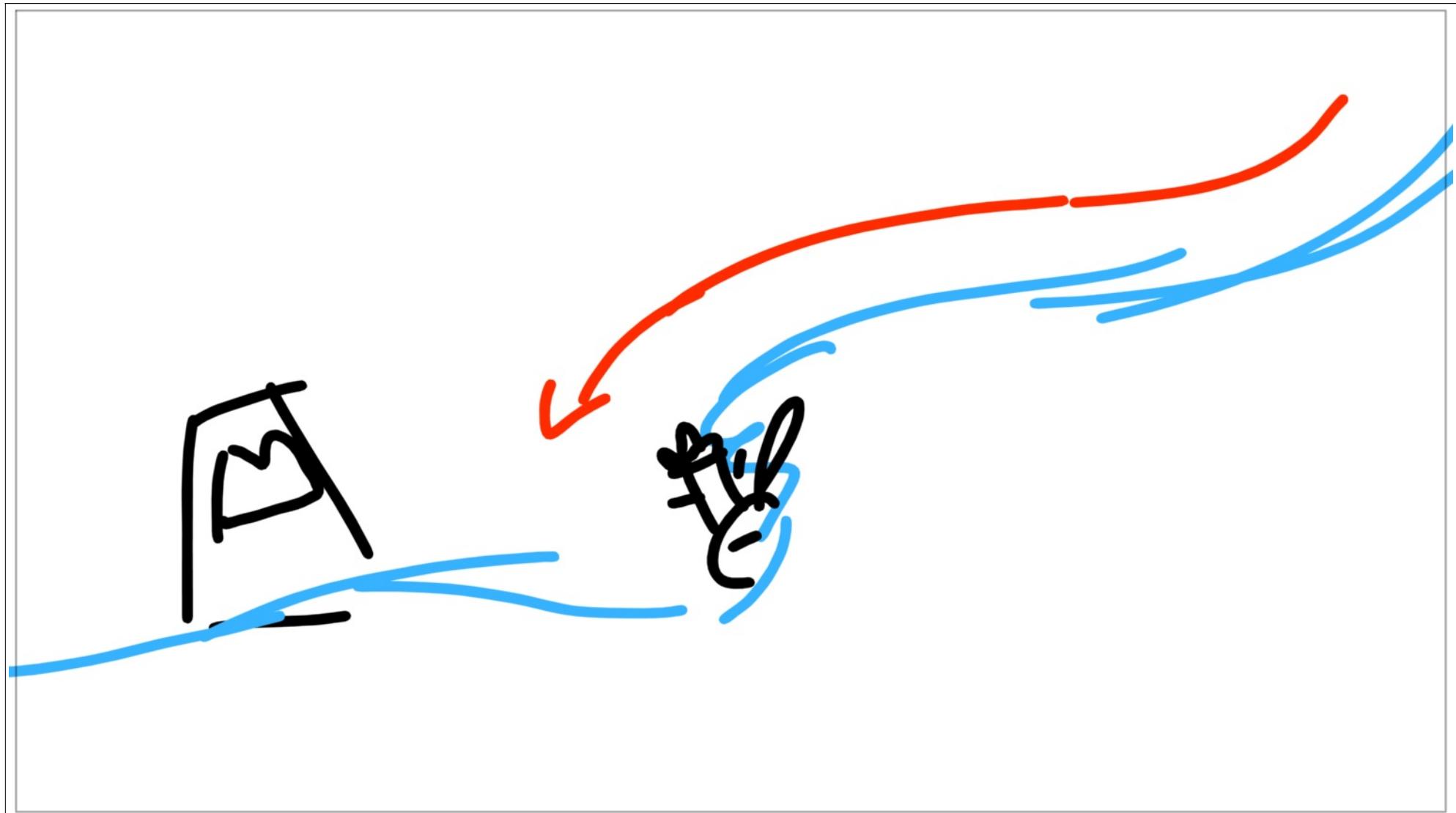
Action Notes

deluge of sea creatures and water washes past the screen

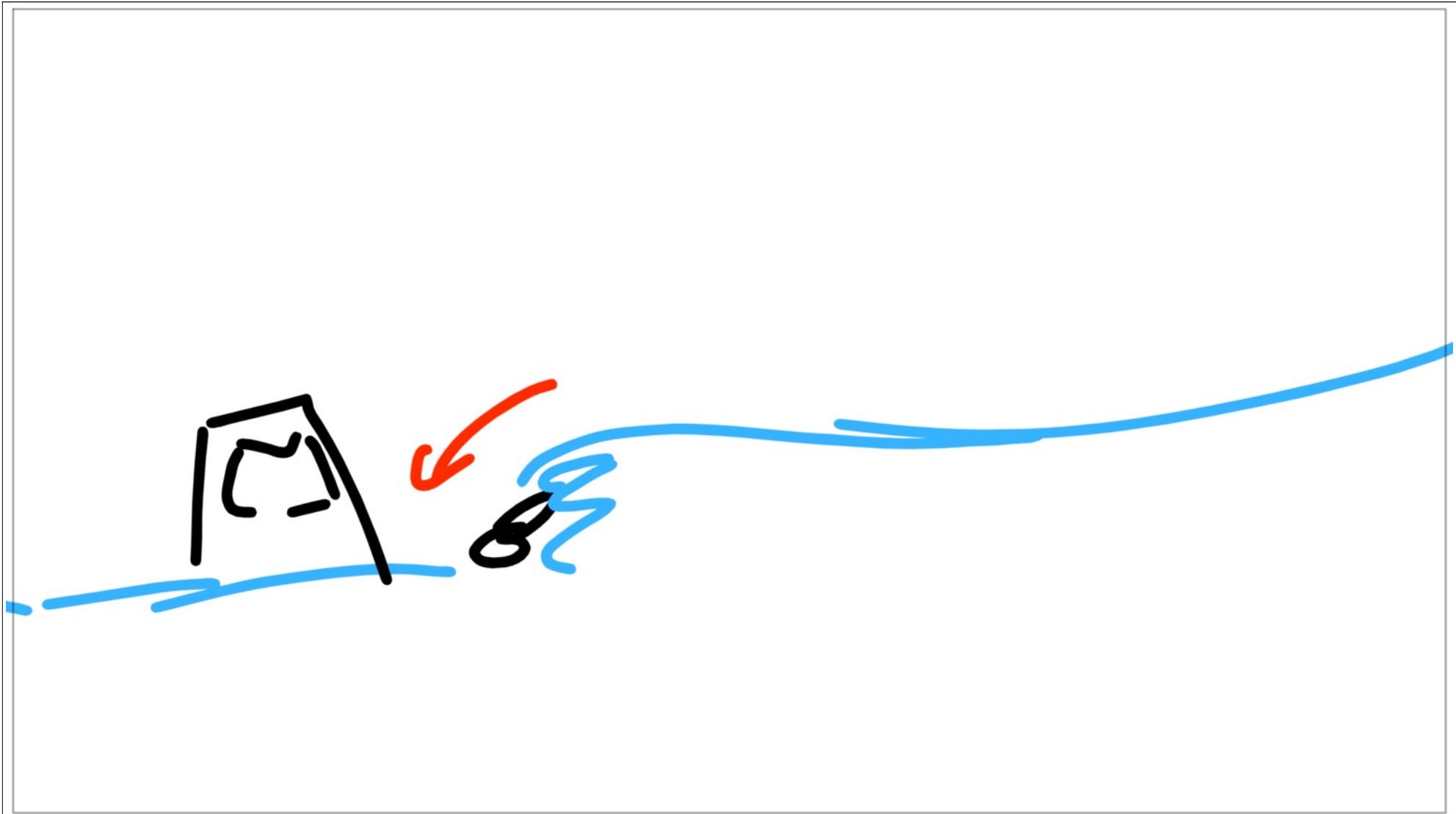
Scene	Duration	Panel	Duration
77	03:00	1	01:00



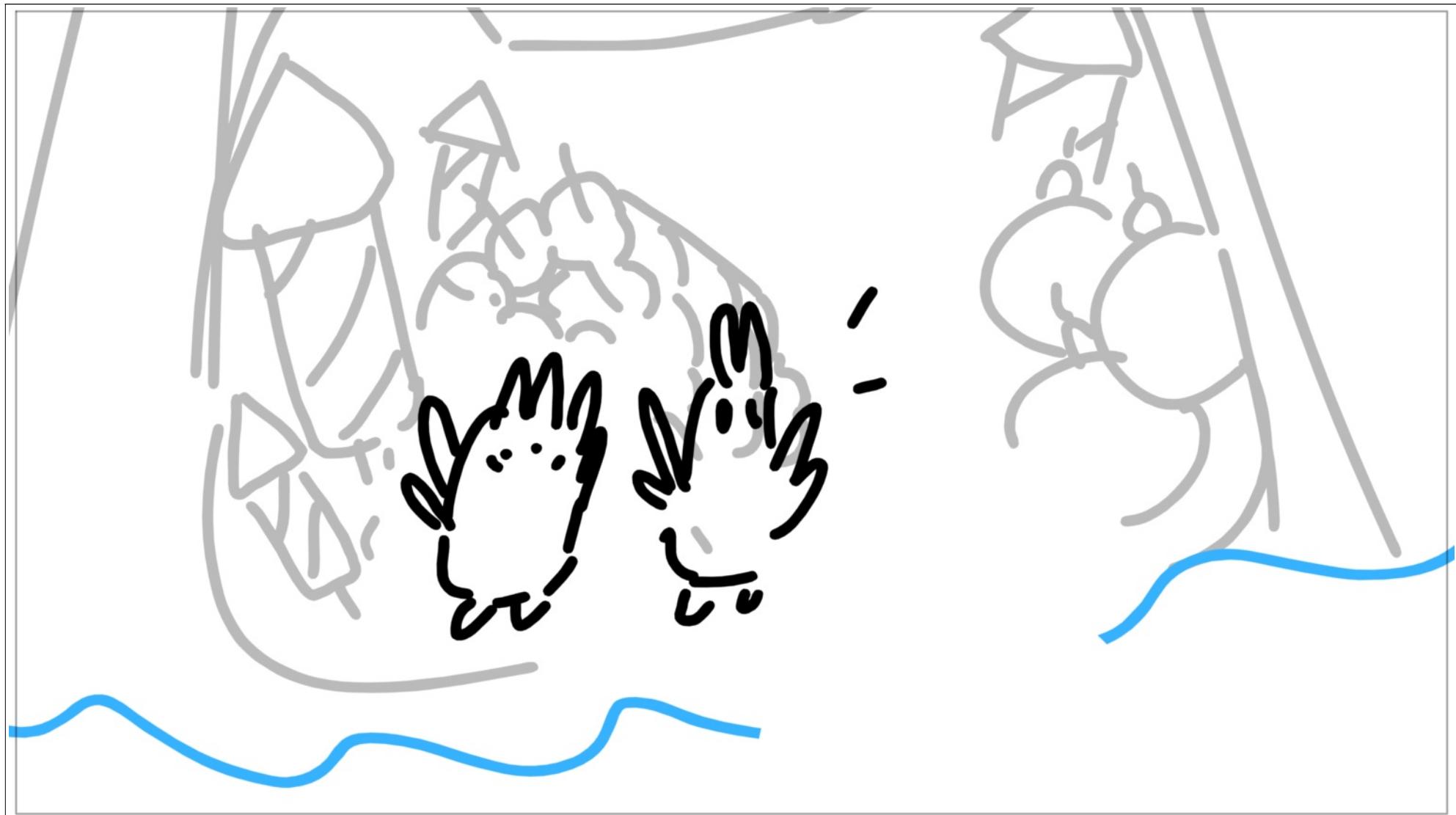
Scene	Duration	Panel	Duration
77	03:00	2	01:00



Scene	Duration	Panel	Duration
77	03:00	3	01:00



Scene	Duration	Panel	Duration
78	10:00	1	01:00



Dialog

(Loot sisters are wailing)

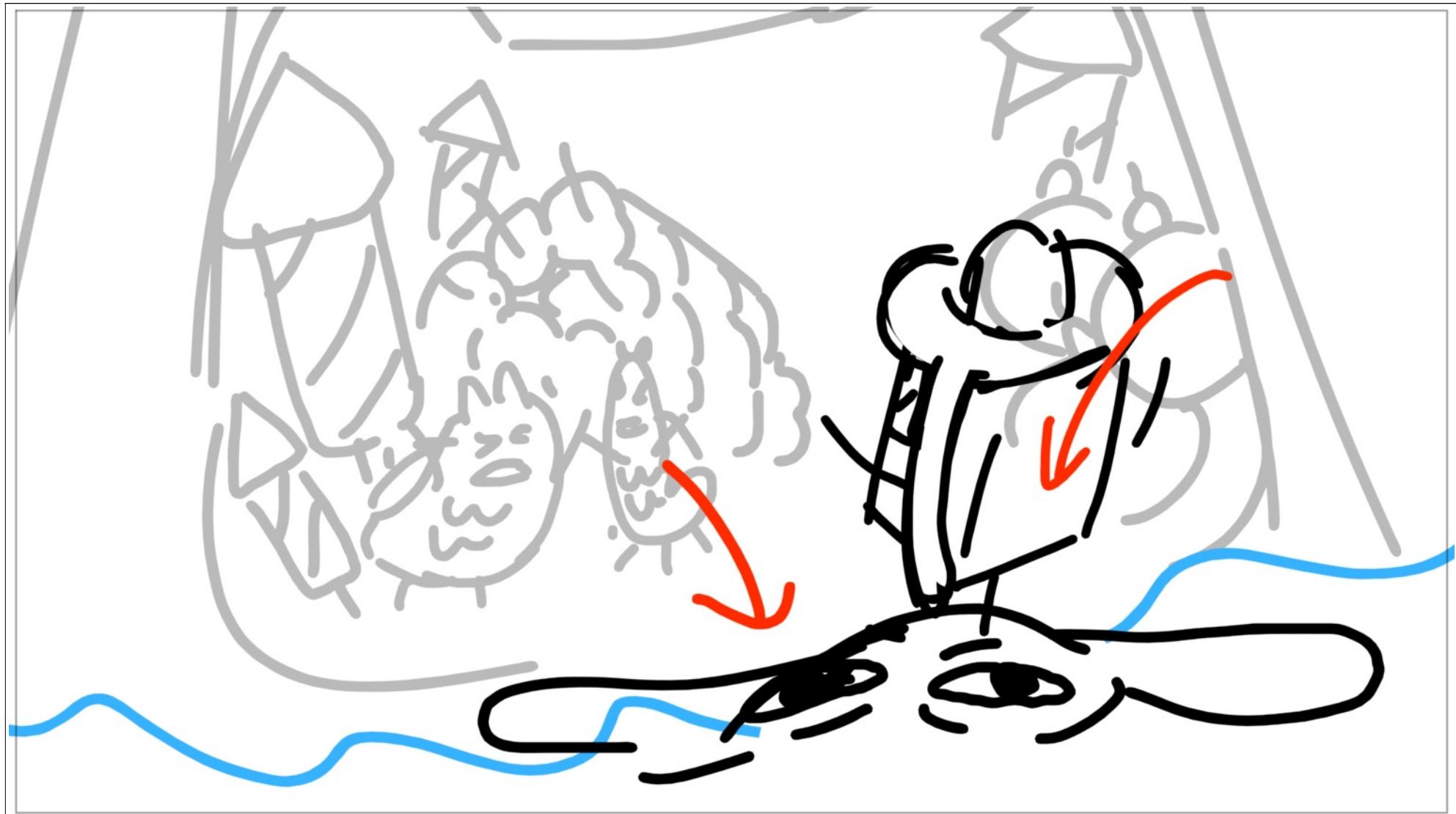
Scene	Duration	Panel	Duration
78	10:00	2	01:00



Dialog

sfx: (THUNK)

Scene	Duration	Panel	Duration
78	10:00	3	01:00



Dialog

(Loot sisters are wailing)

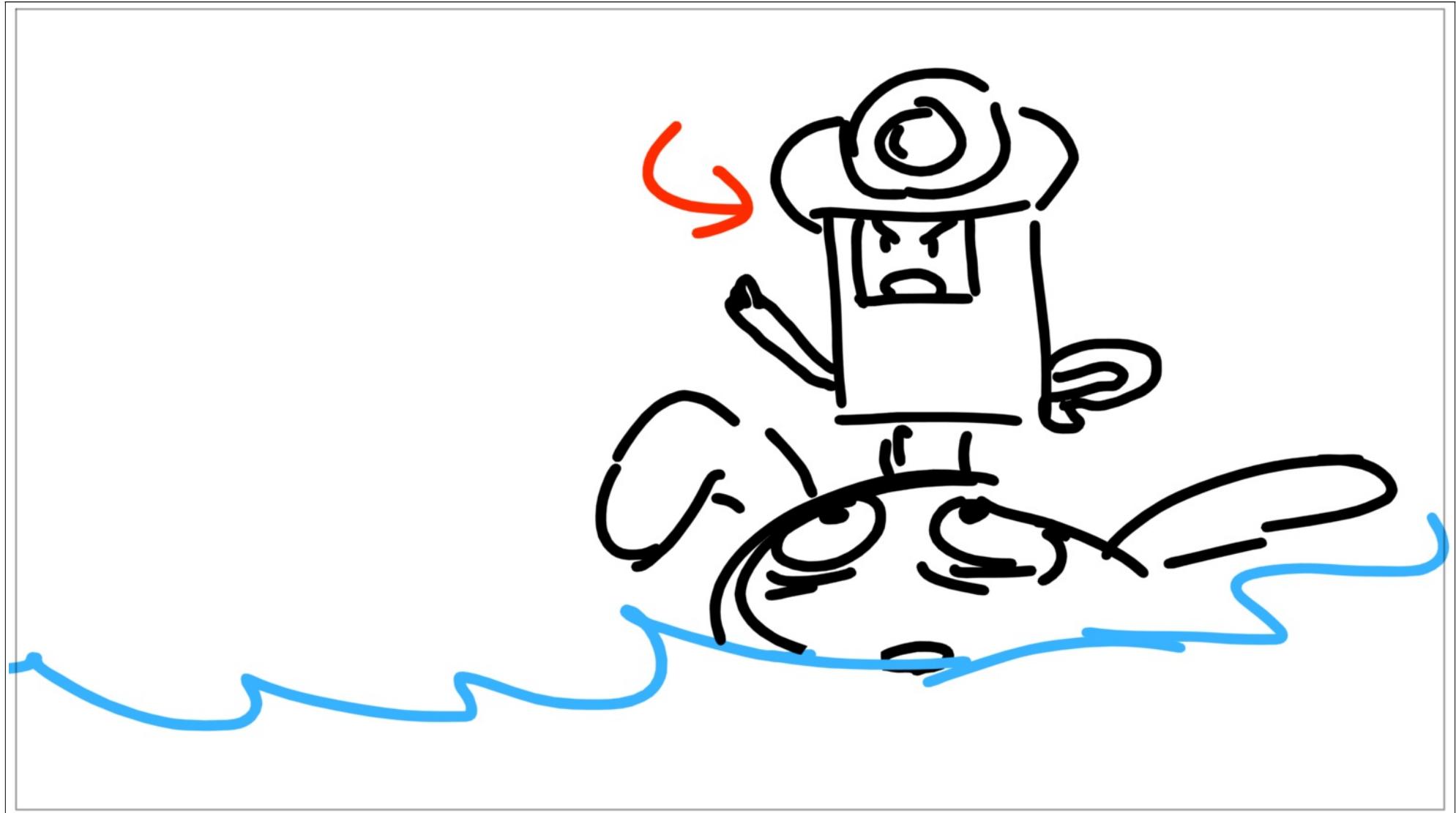
Scene	Duration	Panel	Duration
78	10:00	4	01:00



Dialog

(Loot sisters are wailing)

Scene	Duration	Panel	Duration
78	10:00	5	01:00



Dialog

BMO: it's no use, this is one tough cookie.

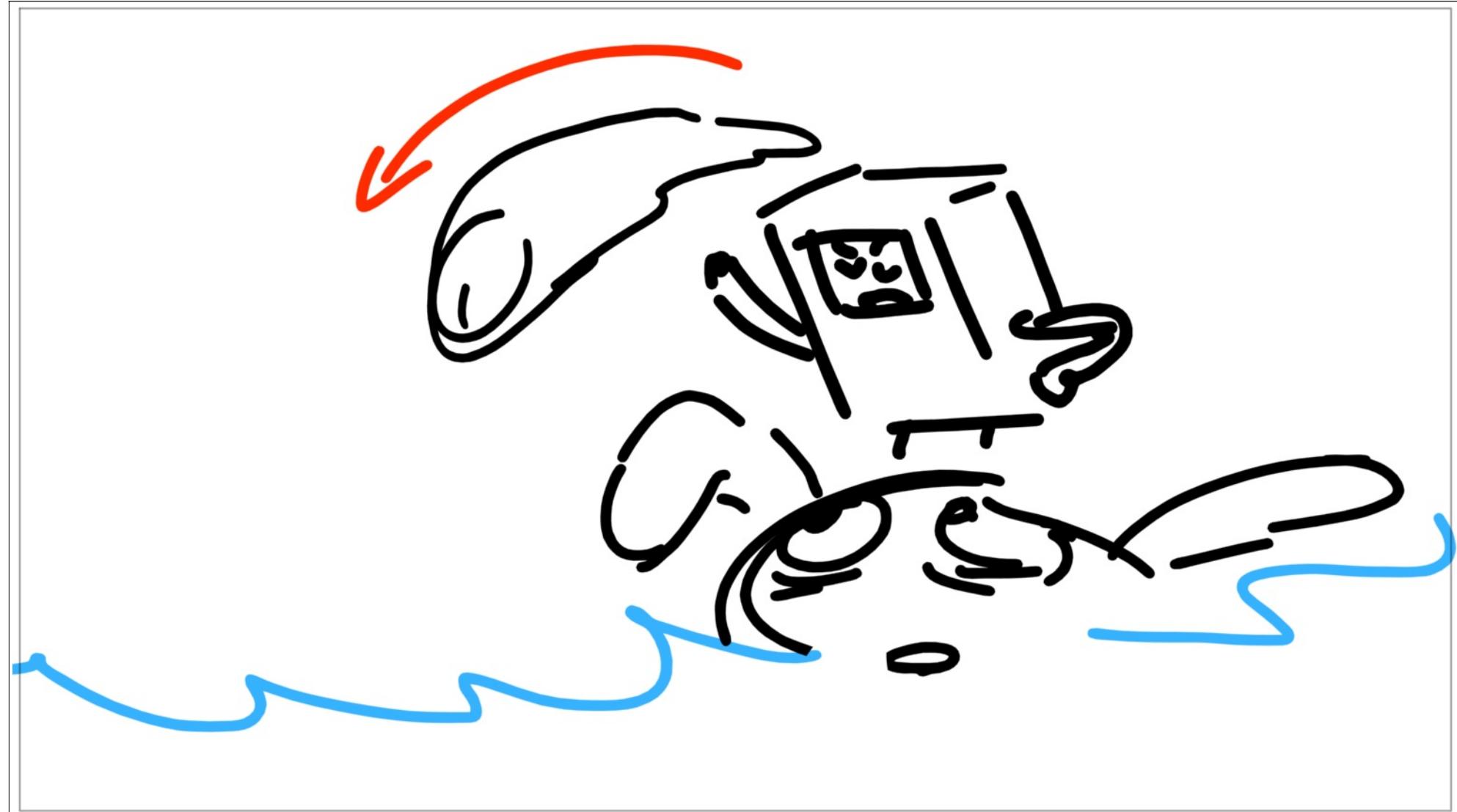
Scene	Duration	Panel	Duration
78	10:00	6	01:00



Dialog

we'll need an even tougher, sharper cookie to crumble it...

Scene	Duration	Panel	Duration
78	10:00	7	01:00



Dialog

we'll need an even tougher, sharper cookie to crumble it...

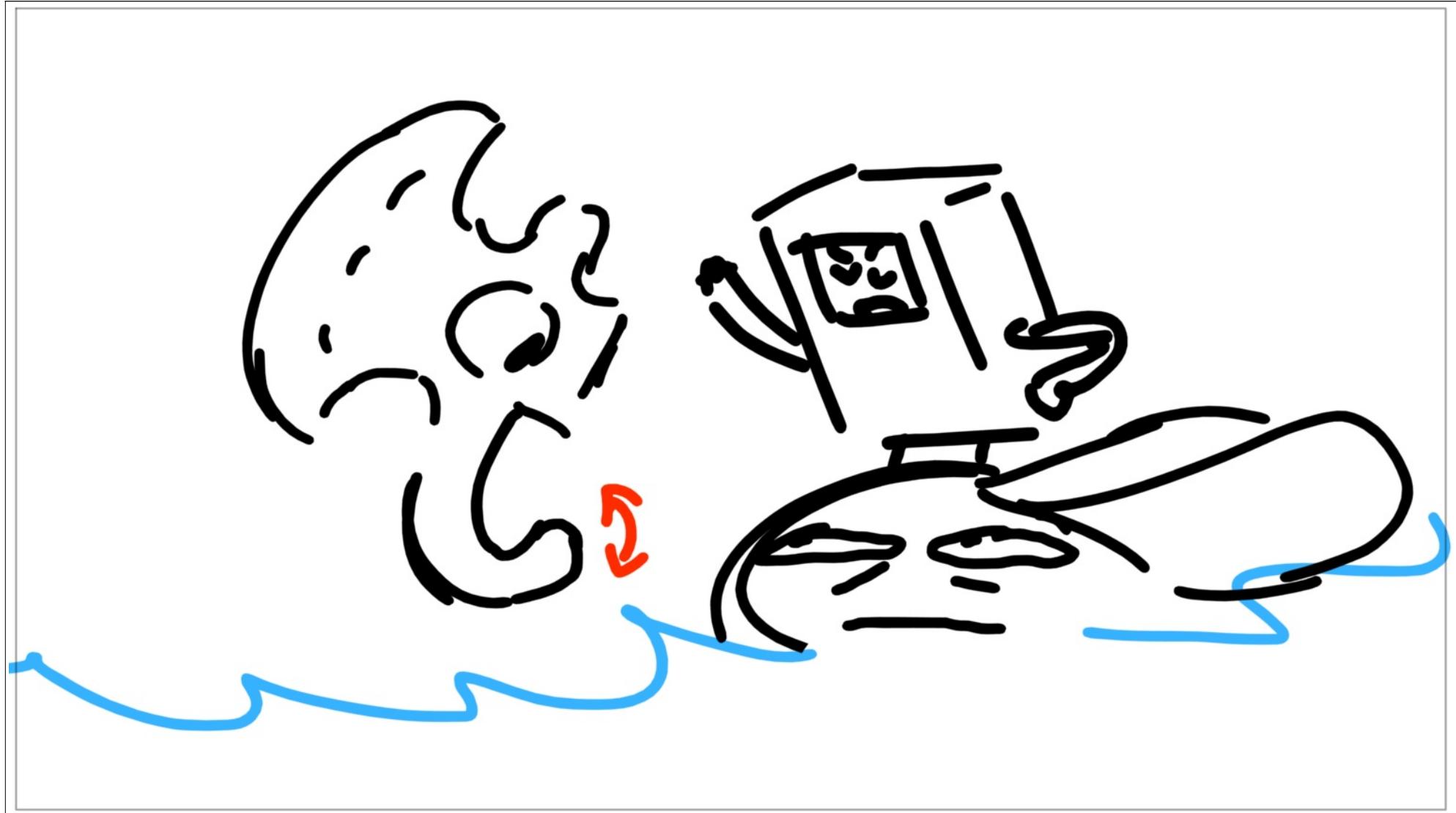
Scene	Duration	Panel	Duration
78	10:00	8	01:00



Dialog

we'll need an even tougher, sharper cookie to crumble it...

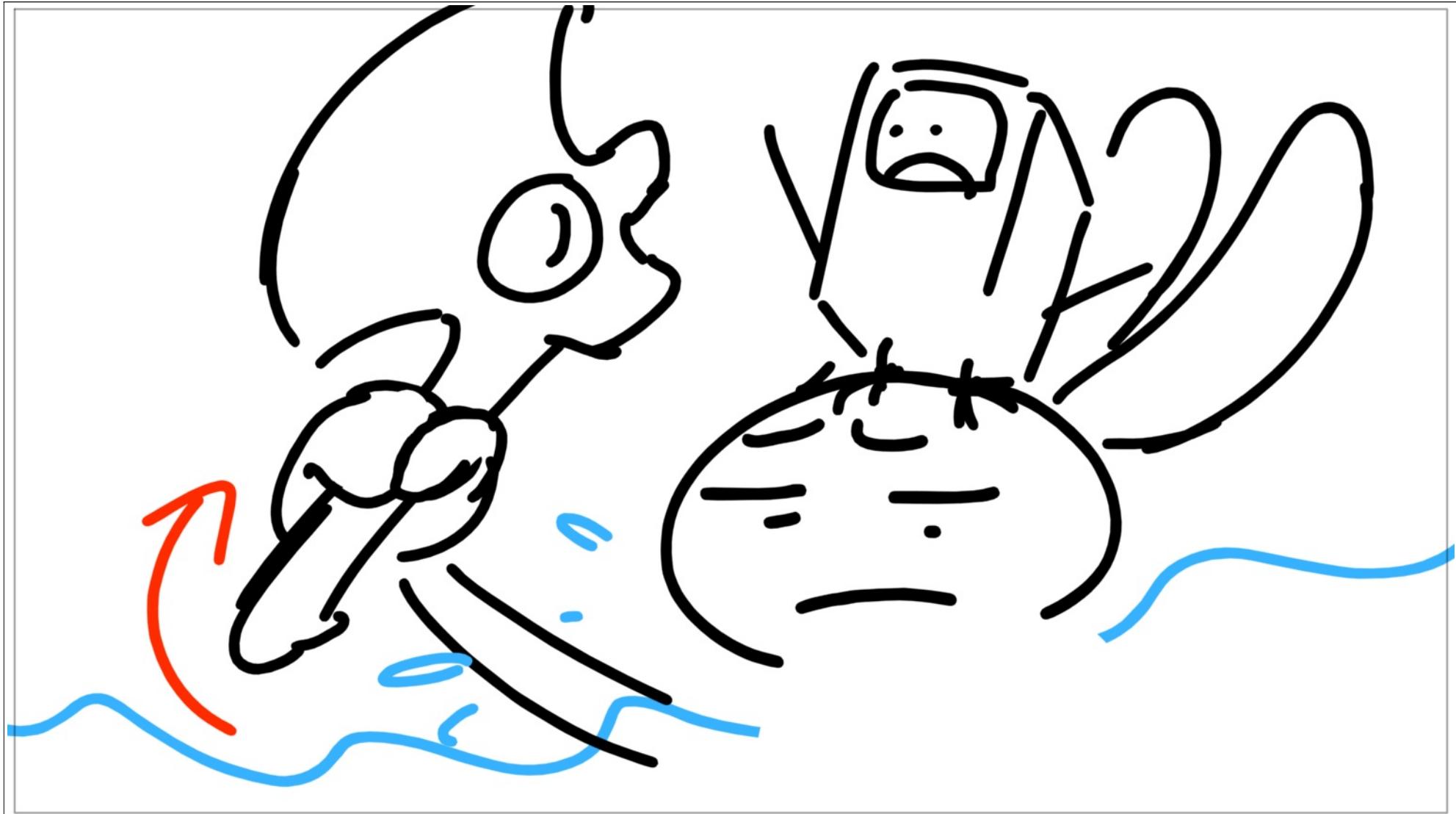
Scene	Duration	Panel	Duration
78	10:00	9	01:00



Dialog

we'll need an even tougher, sharper cookie to crumble it...

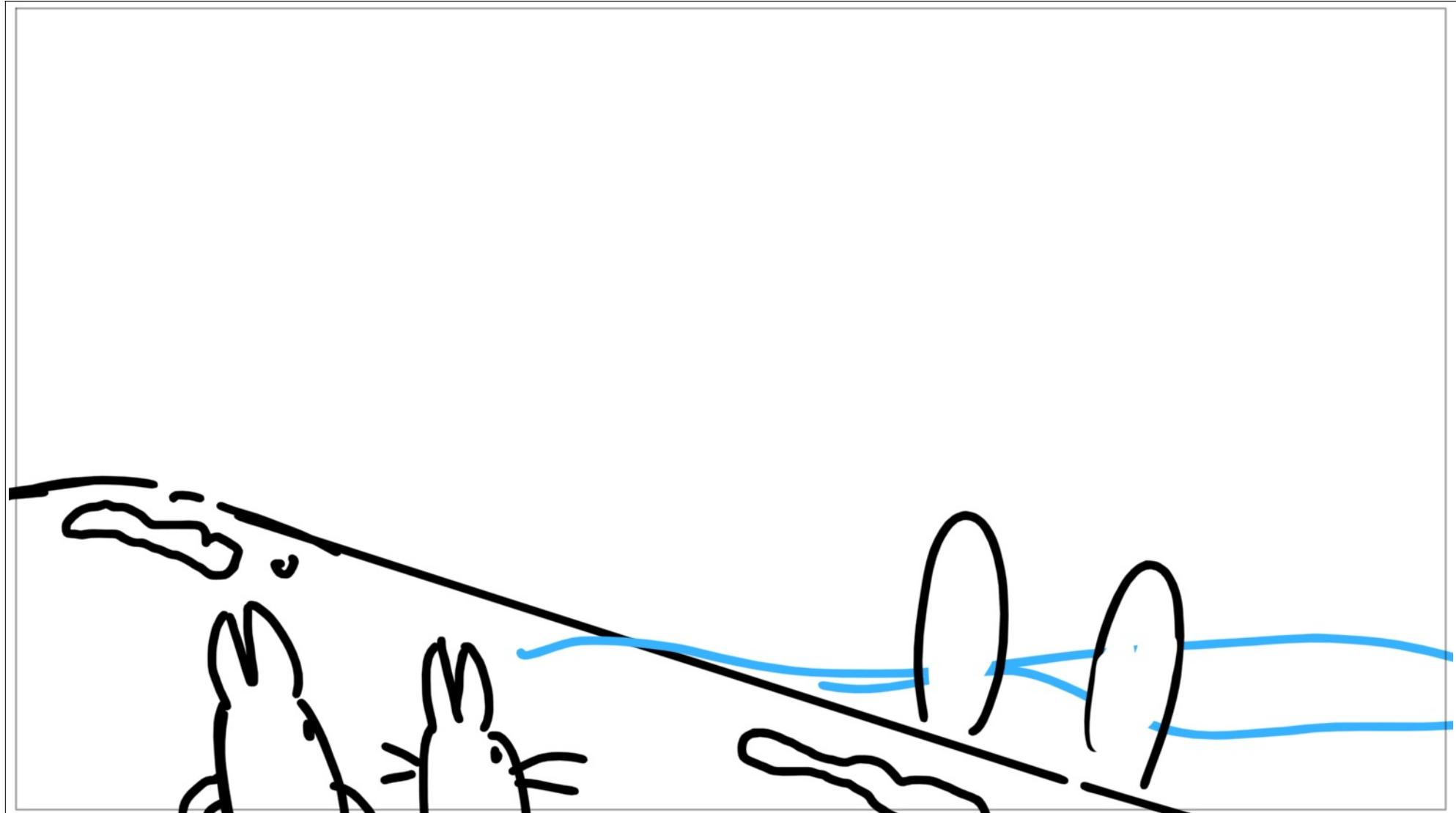
Scene	Duration	Panel	Duration
78	10:00	10	01:00



Dialog

BMO: Olive!!

Scene	Duration	Panel	Duration
79	05:00	1	01:00



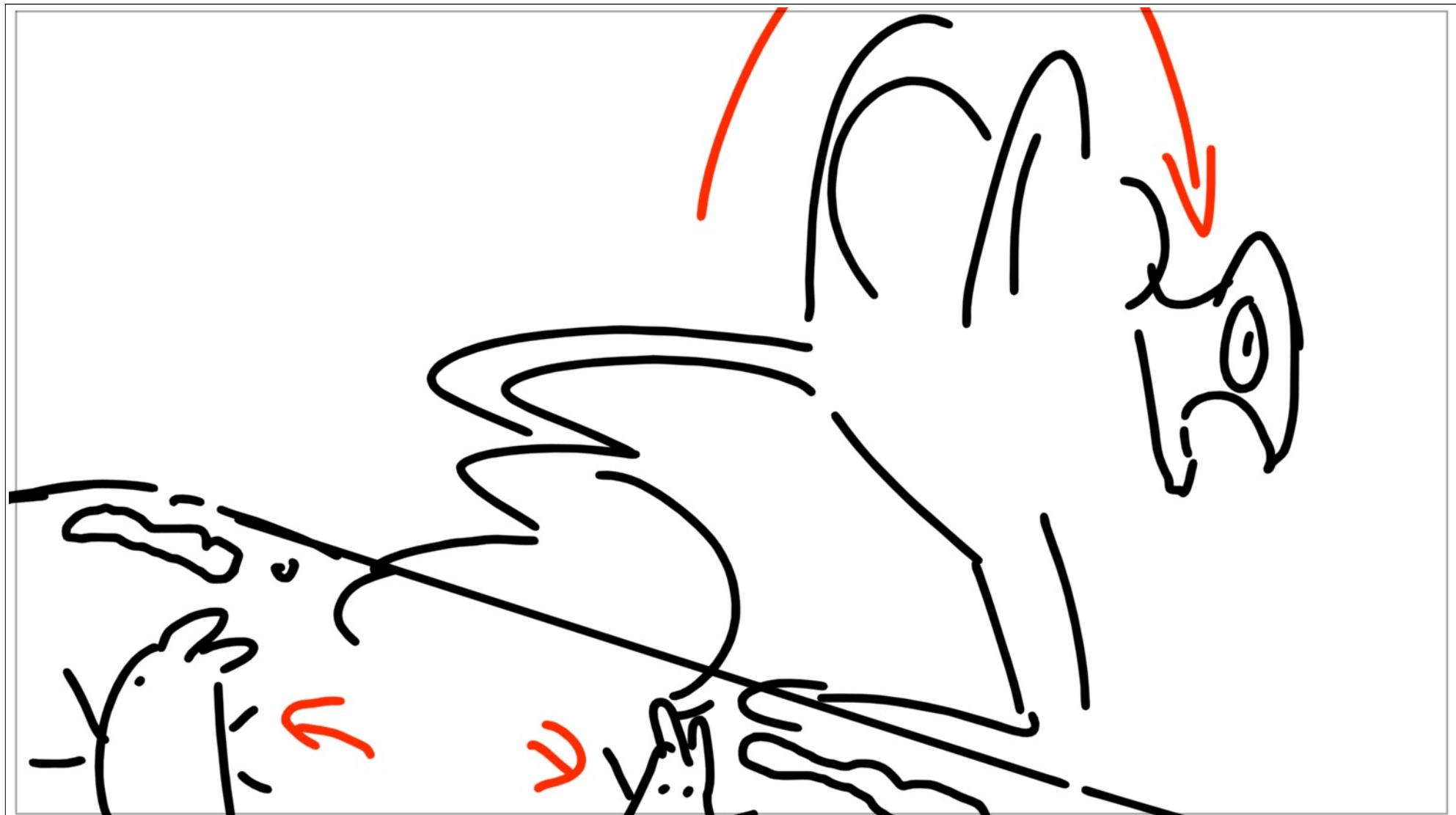
Scene	Duration	Panel	Duration
79	05:00	2	01:00



Scene	Duration	Panel	Duration
79	05:00	3	01:00



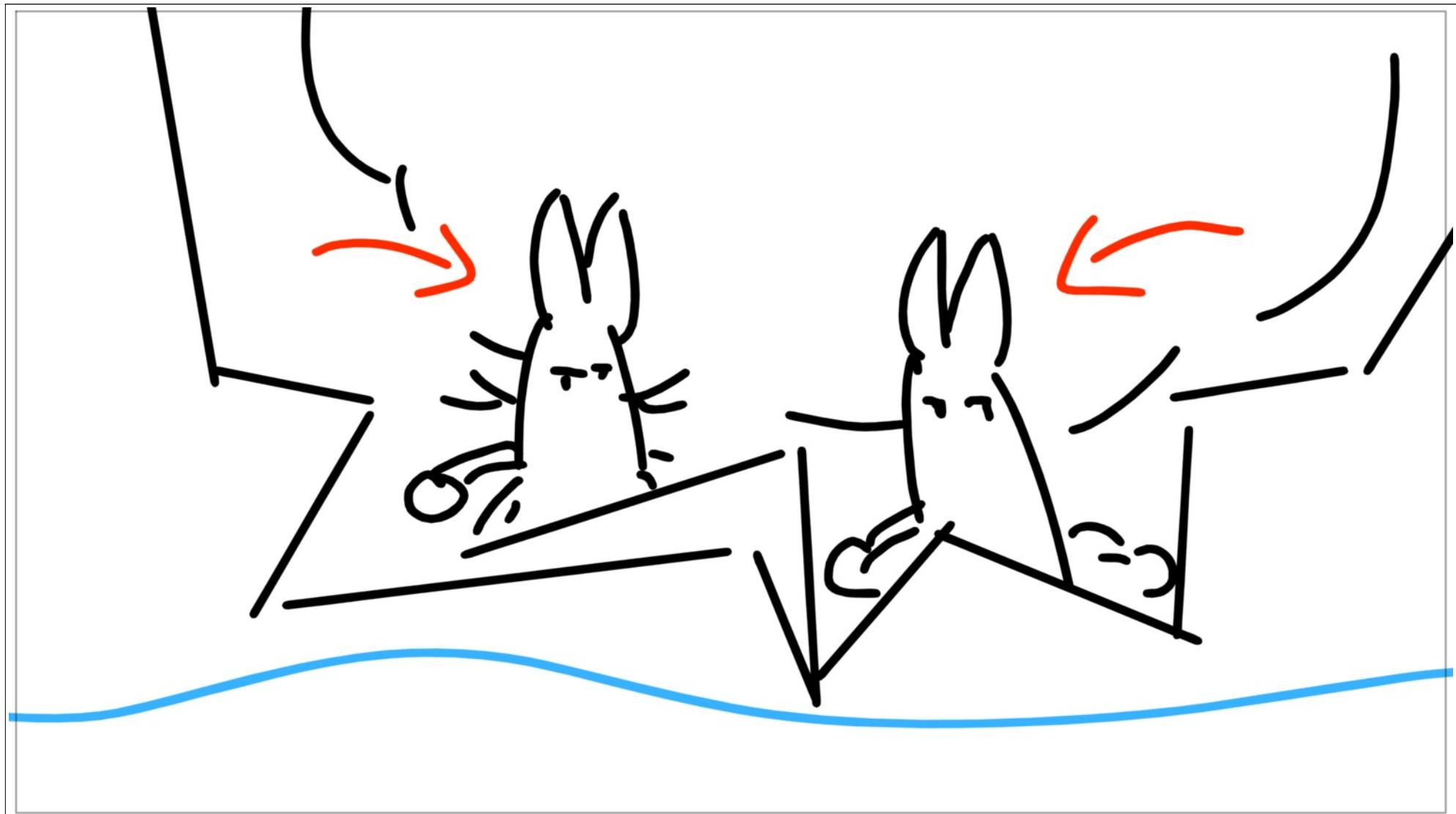
Scene	Duration	Panel	Duration
79	05:00	4	01:00



Scene	Duration	Panel	Duration
79	05:00	5	01:00



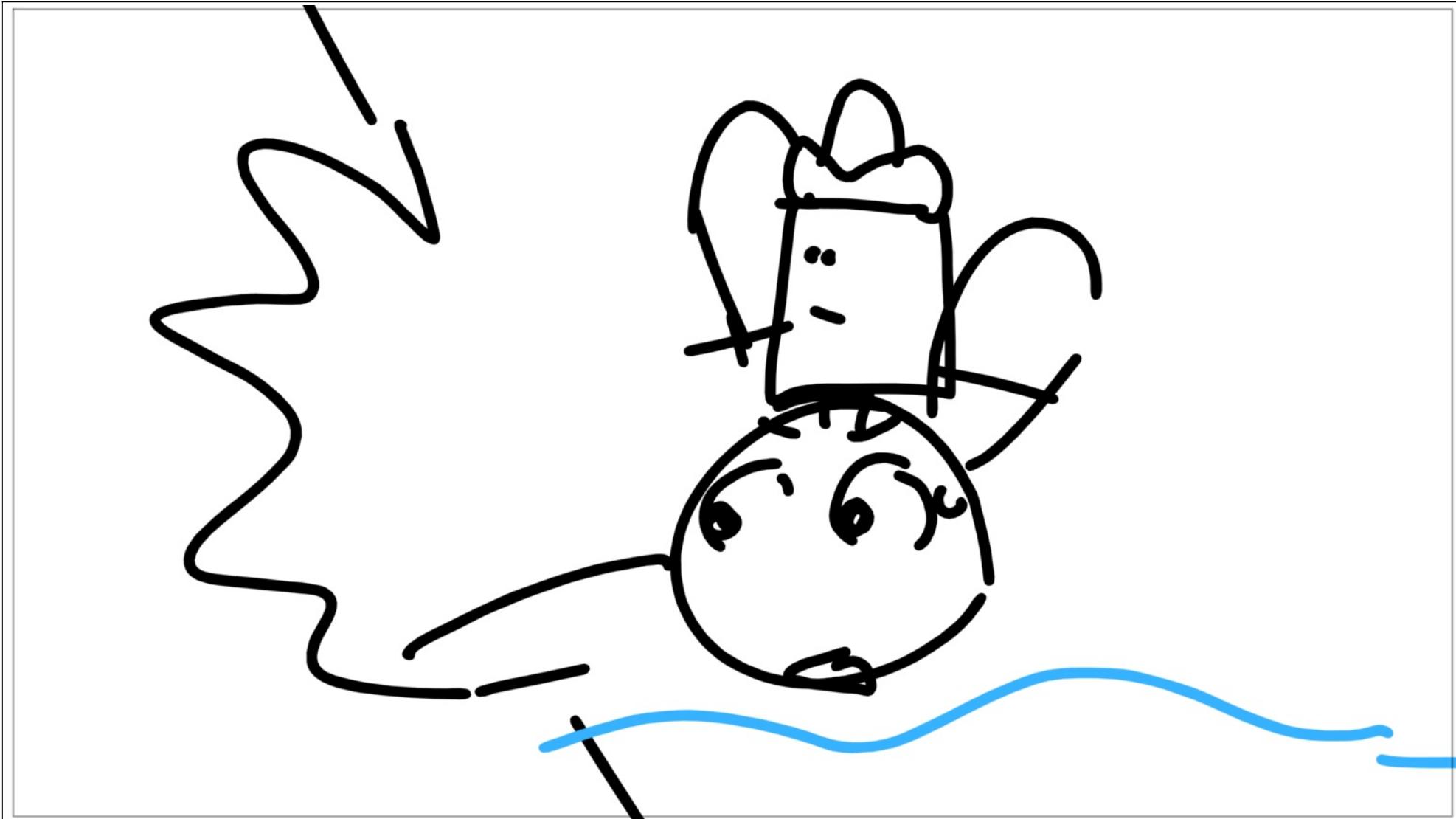
Scene	Duration	Panel	Duration
80	01:00	1	01:00



Dialog

LS: geez careful much??

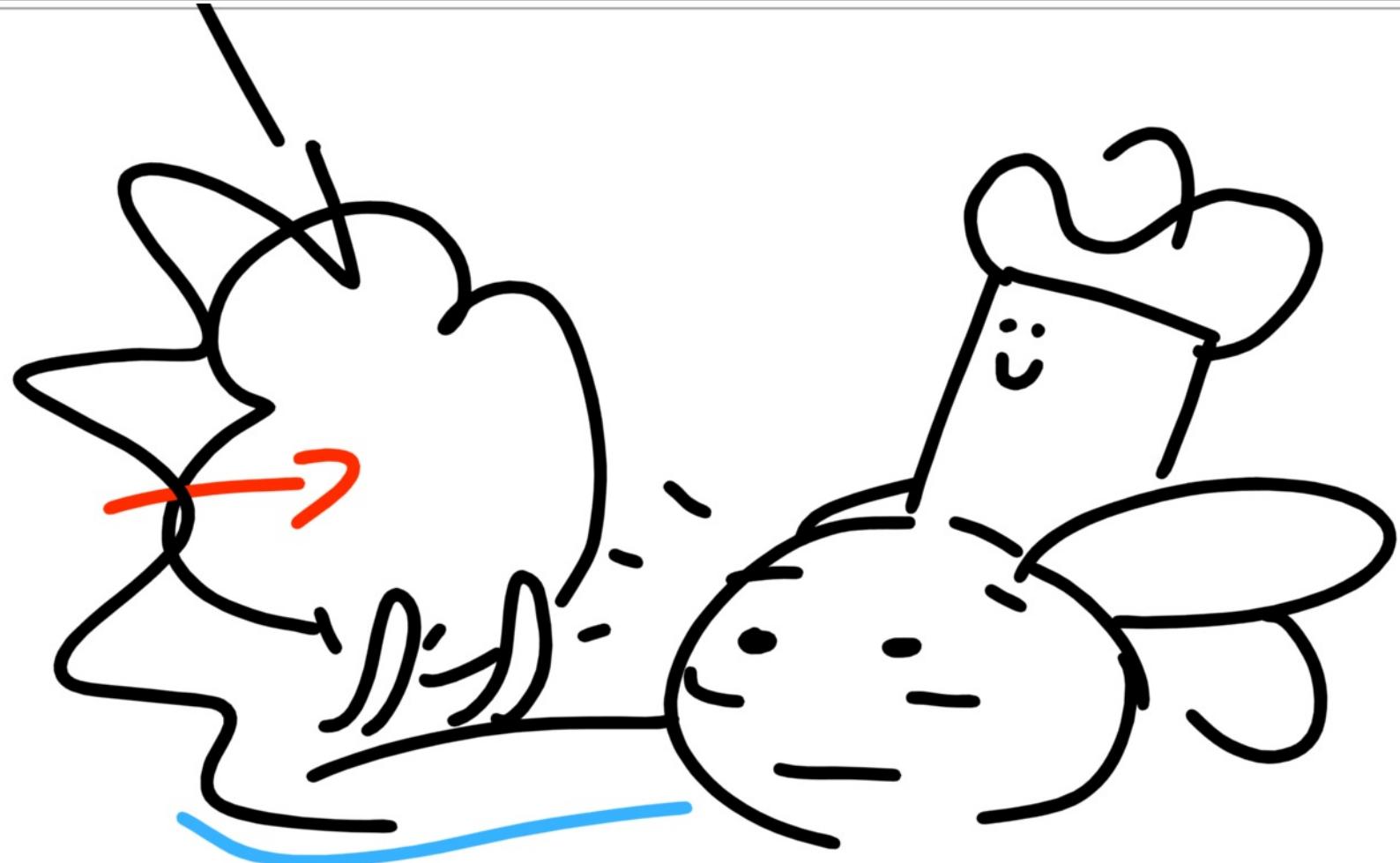
Scene	Duration	Panel	Duration
81	04:00	1	01:00



Dialog

Y5: just get on already!

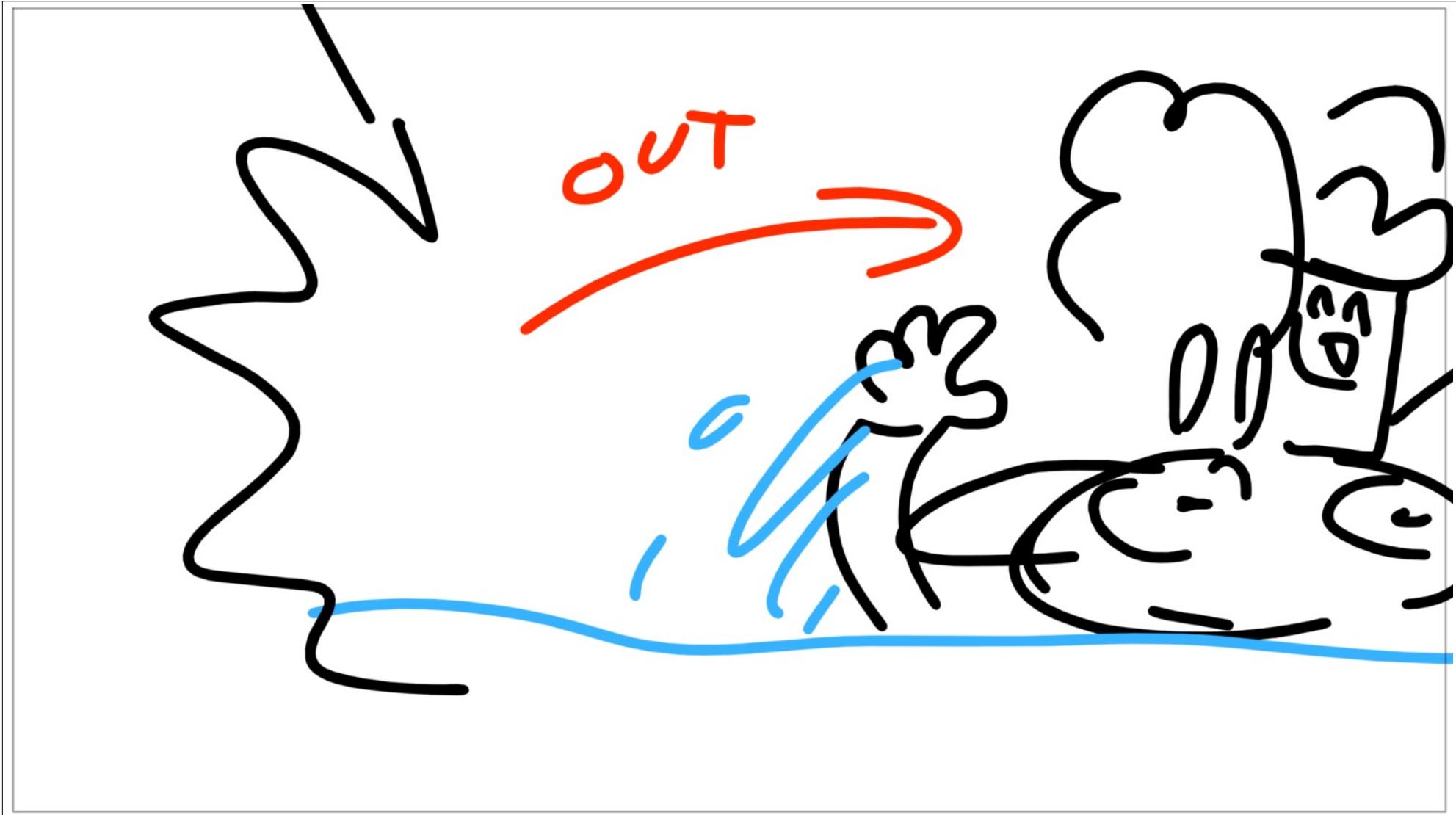
Scene	Duration	Panel	Duration
81	04:00	2	01:00



Dialog

LS: watch it next time! you almost smashed our loot.

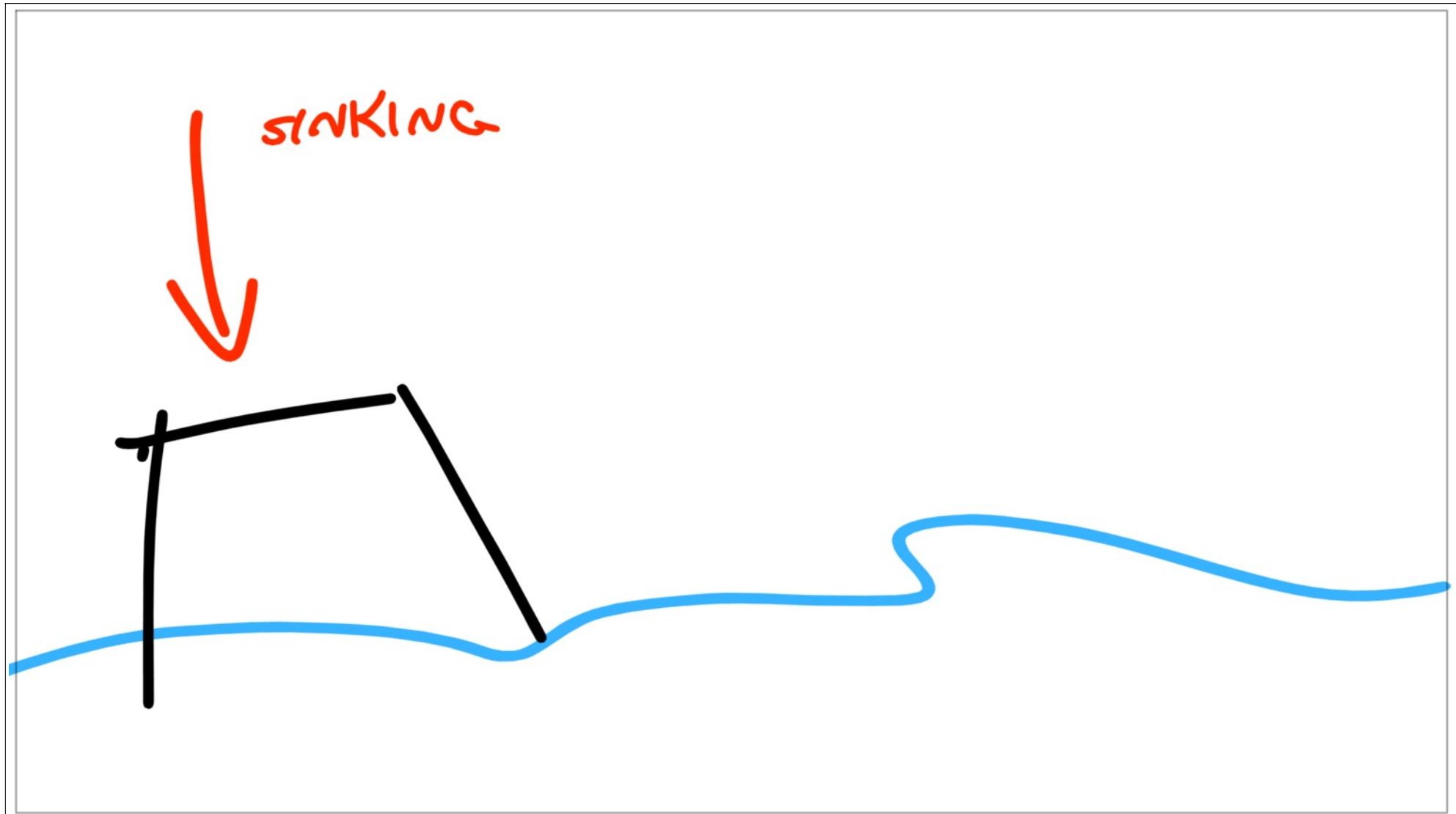
Scene	Duration	Panel	Duration
81	04:00	3	01:00



Dialog

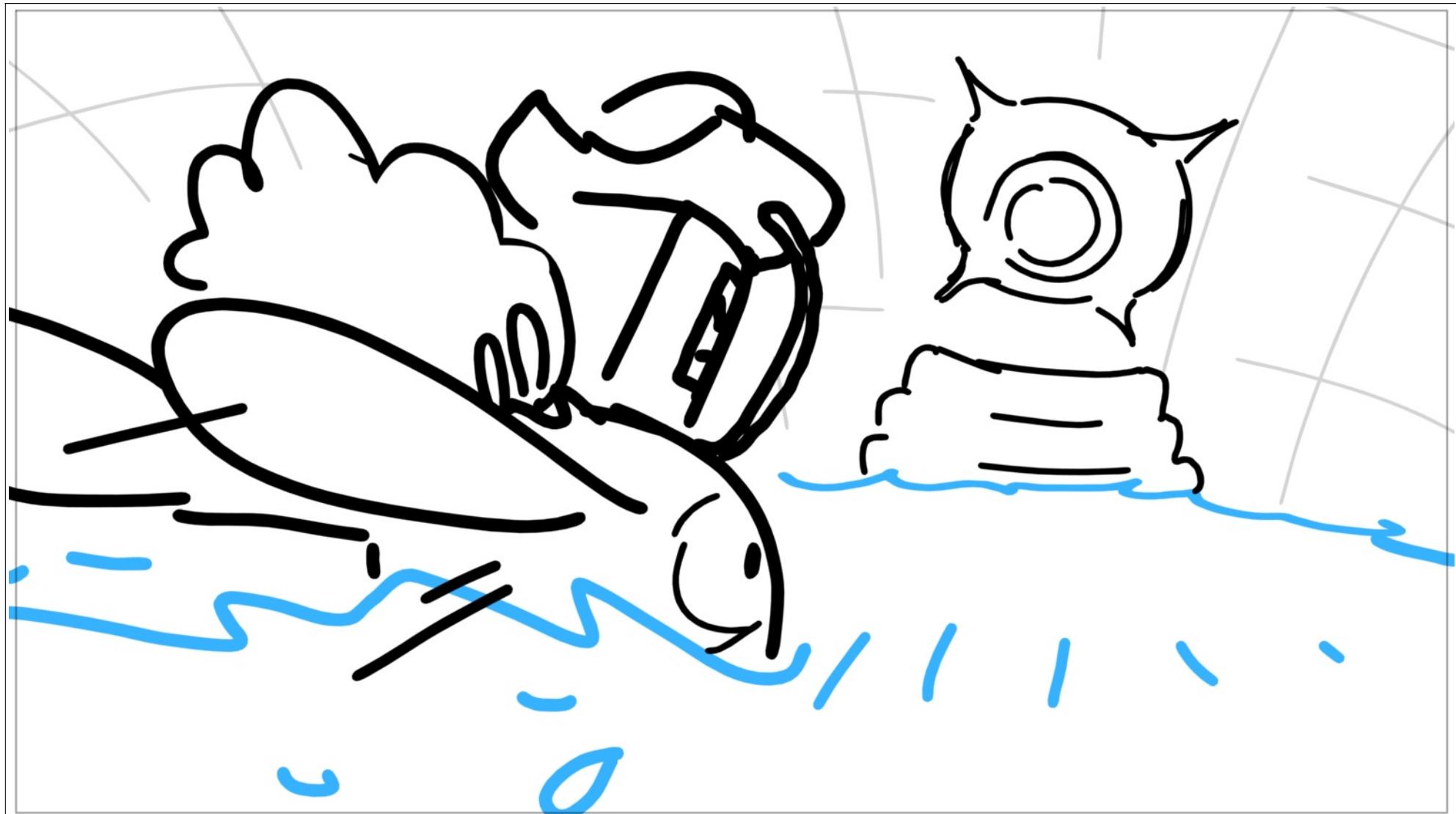
LS: watch it next time! you almost smashed our loot.

Scene	Duration	Panel	Duration
81	04:00	4	01:00



Dialog

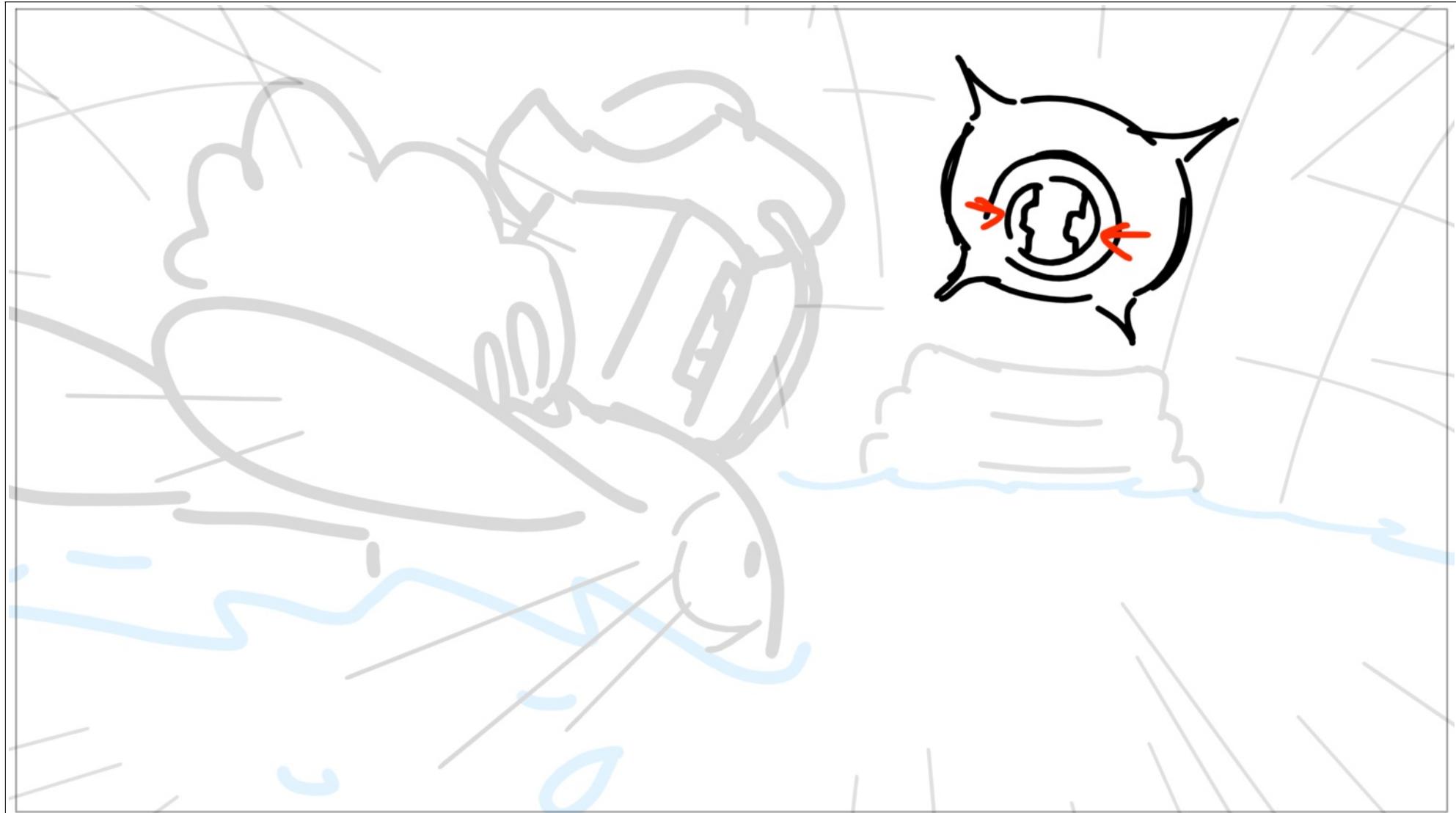
Scene	Duration	Panel	Duration
82	04:00	1	01:00



Action Notes

Y5 swims frantically towards the exit

Scene	Duration	Panel	Duration
82	04:00	2	01:00



Action Notes

exit doors are slowly starting to close!

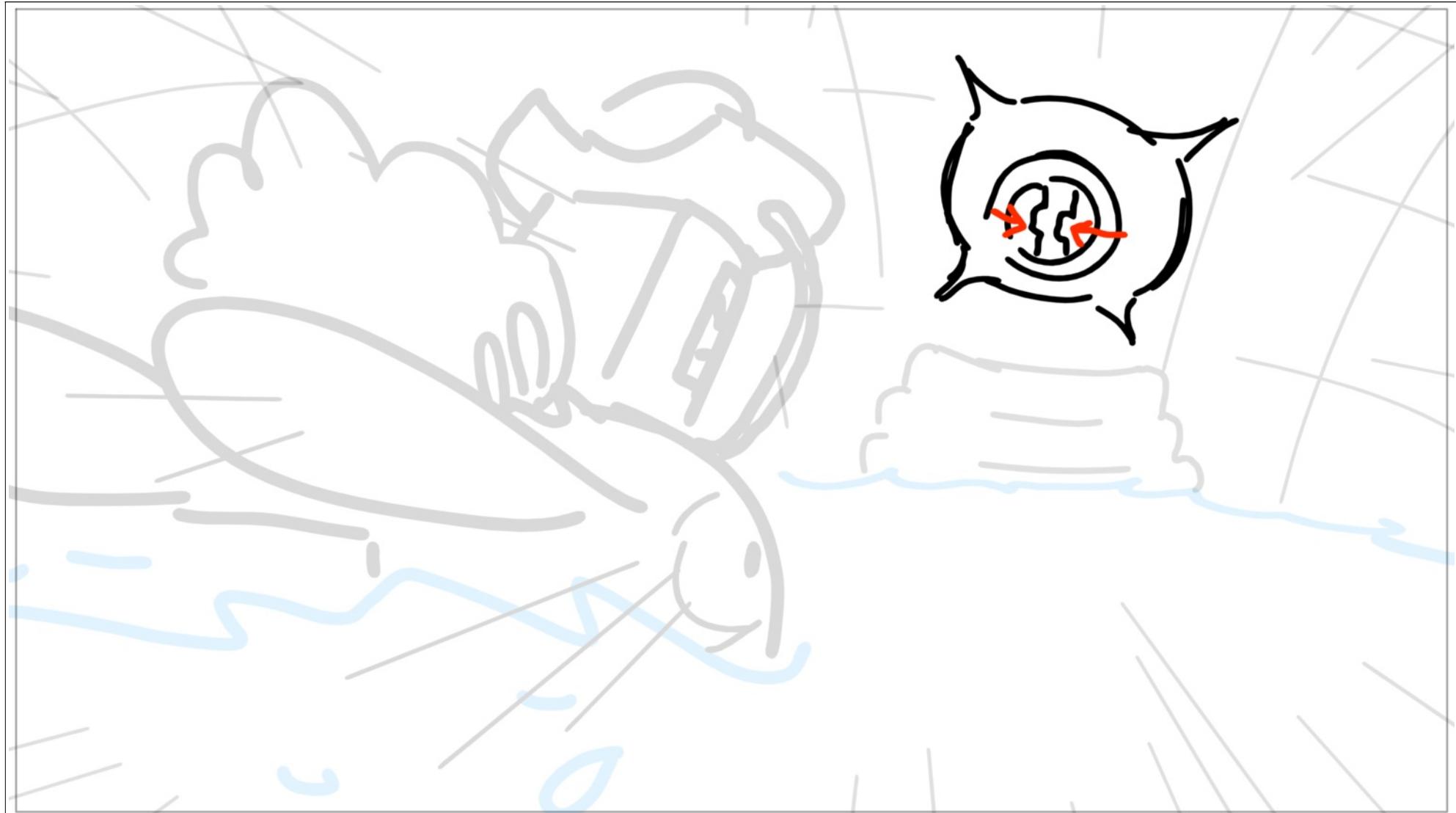
Scene	Duration	Panel	Duration
82	04:00	3	01:00



Action Notes

exit doors are slowly starting to close!

Scene	Duration	Panel	Duration
82	04:00	4	01:00



Action Notes

exit doors are slowly starting to close!

Scene	Duration	Panel	Duration
83	01:00	1	01:00



Dialog

Y5: (ragged panting [...])

Scene	Duration	Panel	Duration
84	03:00	1	01:00



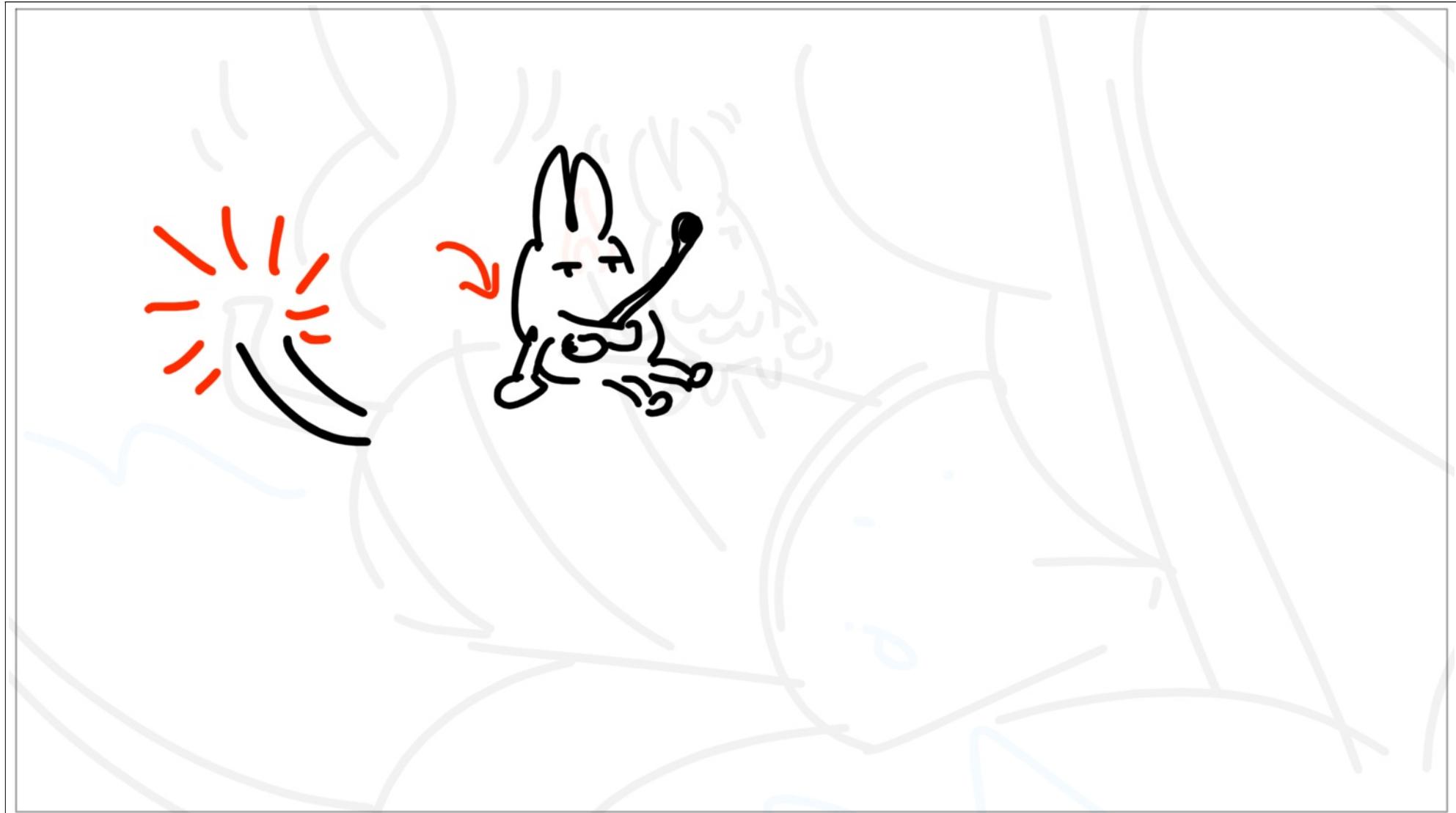
Dialog

sweetie: no sweat darlin, i got it covered

Scene	Duration	Panel	Duration
84	03:00	2	01:00



Scene	Duration	Panel	Duration
84	03:00	3	01:00



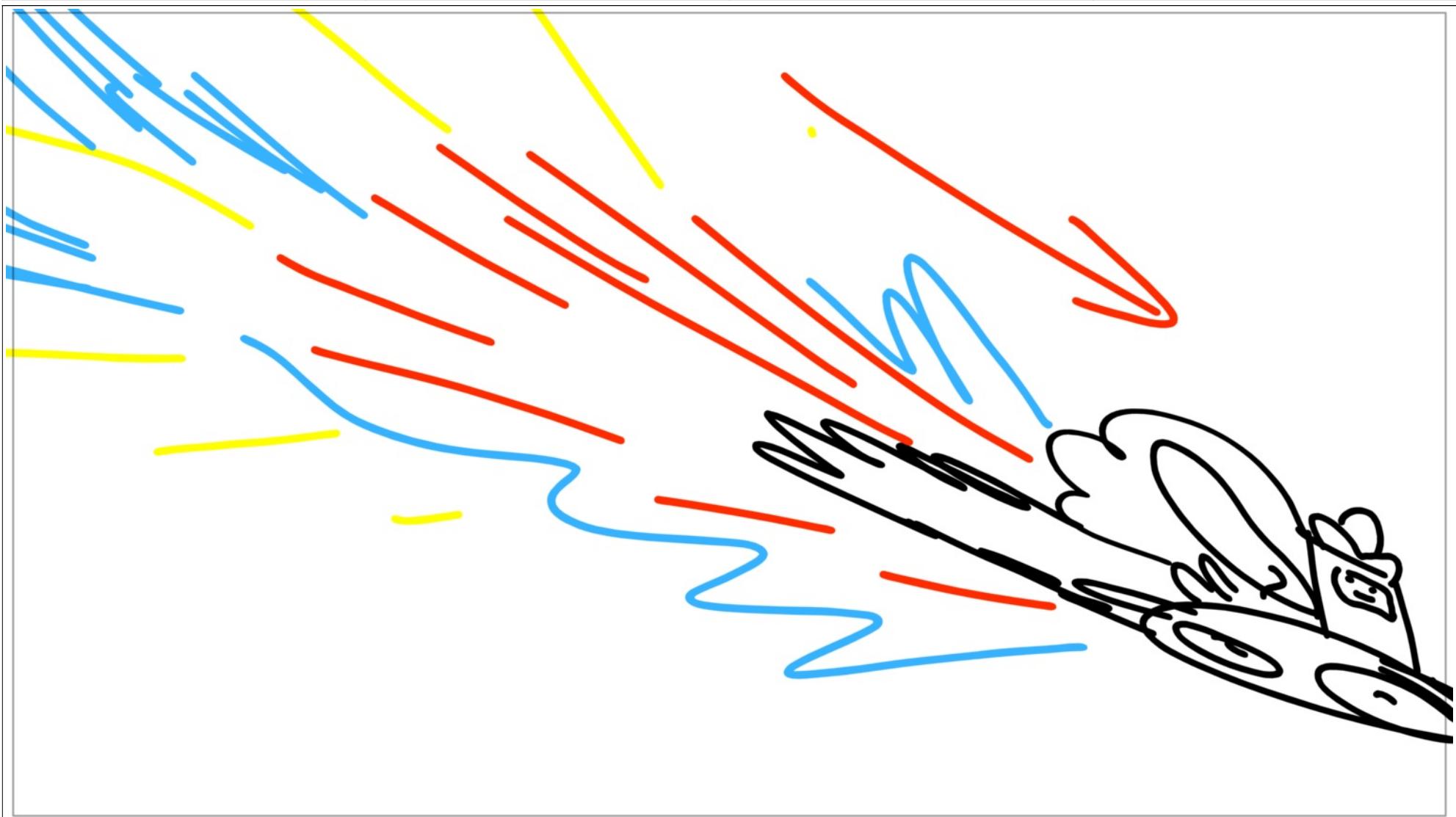
Scene	Duration	Panel	Duration
85	03:00	1	01:00



Dialog

Y5: (angrily) hey, did you just light a firework on my--

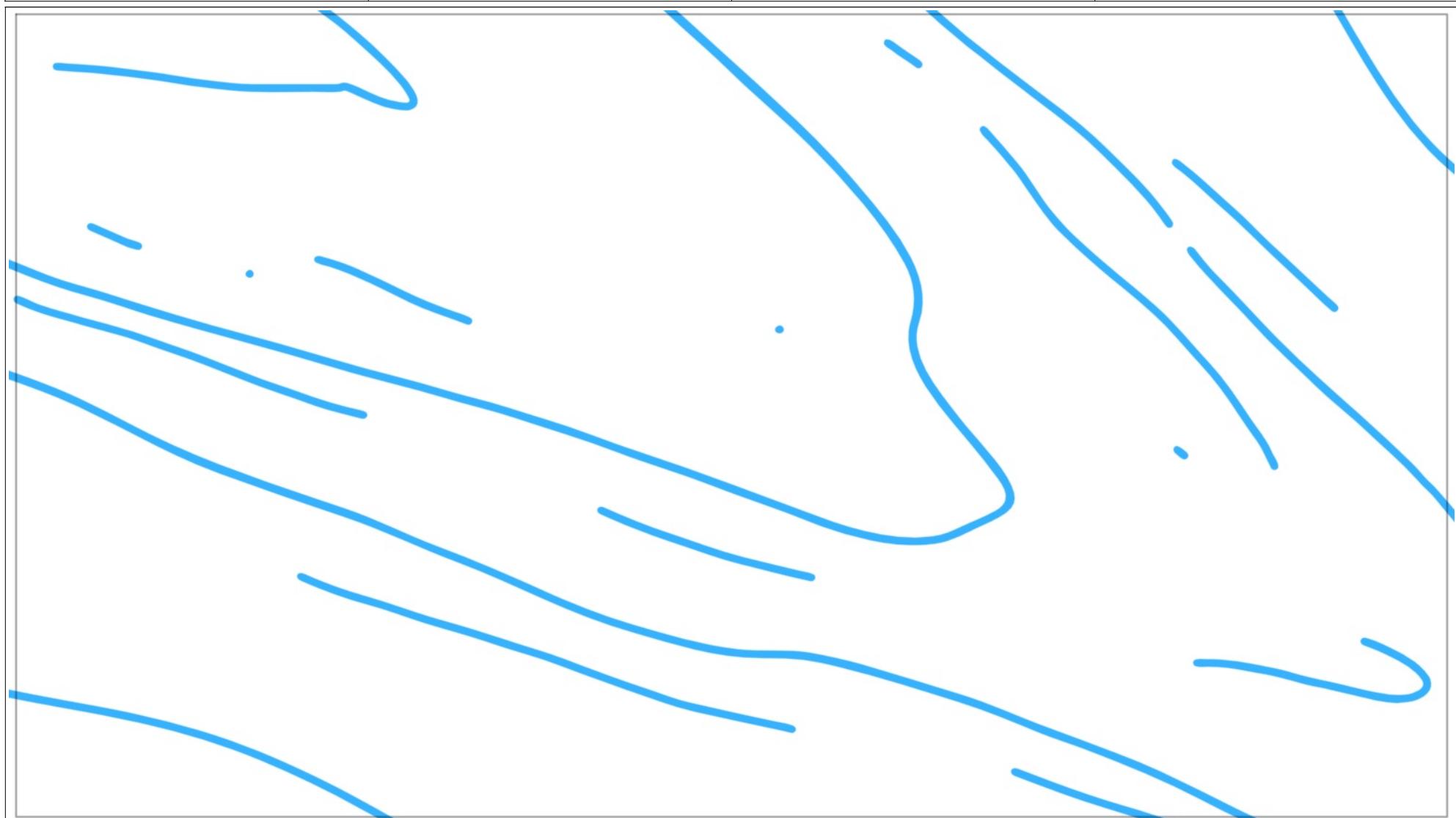
Scene	Duration	Panel	Duration
85	03:00	2	01:00



Dialog

AAAAAAAAAAHHHH

Scene	Duration	Panel	Duration
85	03:00	3	01:00



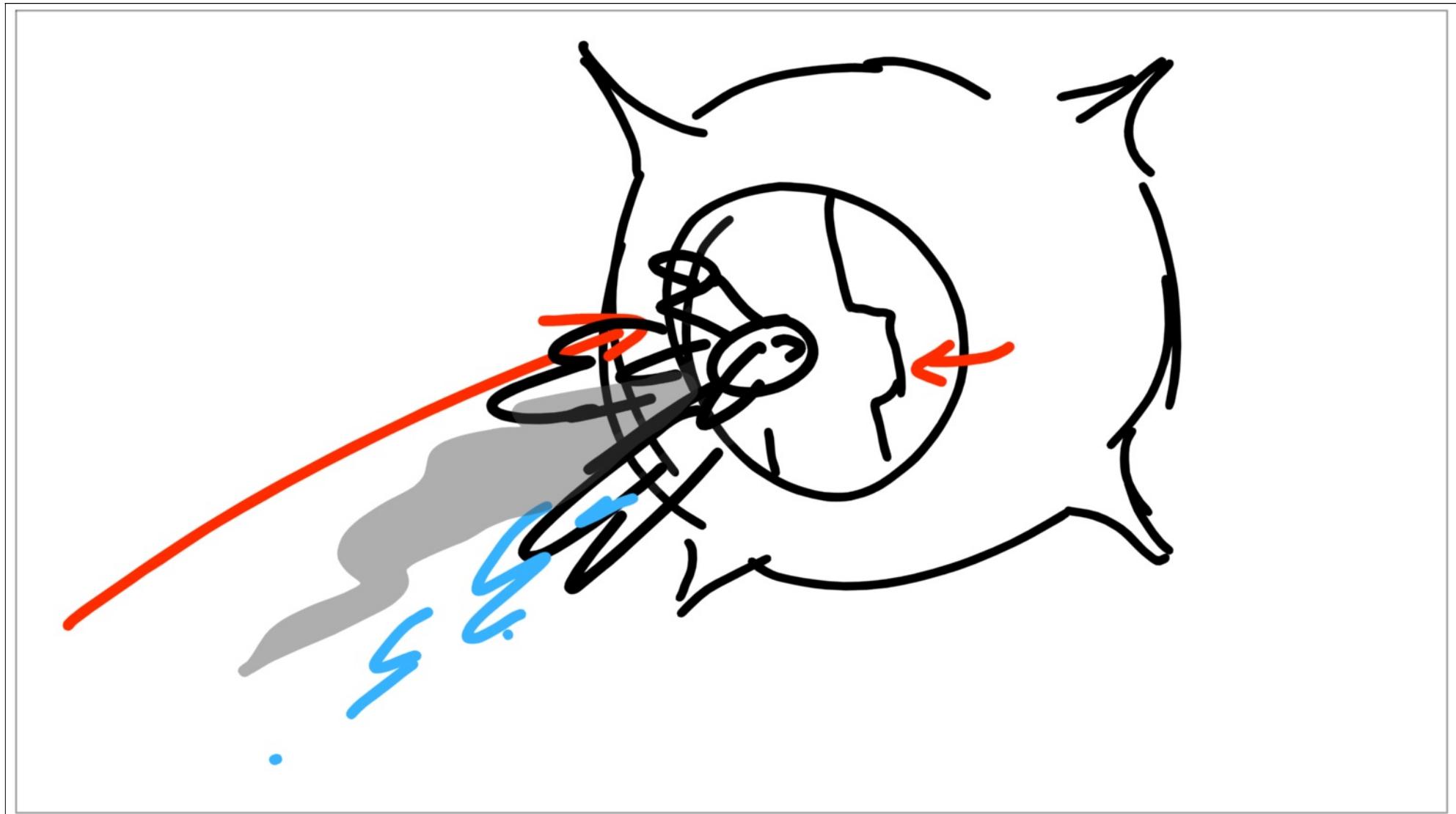
Dialog

AAAAAAAAAAHHHH

Scene	Duration	Panel	Duration
86	03:00	1	01:00



Scene	Duration	Panel	Duration
86	03:00	2	01:00



Dialog
(everyone yelling)

Scene	Duration	Panel	Duration
86	03:00	3	01:00



Scene	Duration	Panel	Duration
1	04:00	1	01:00



Dialog

sfx: hammering o/s

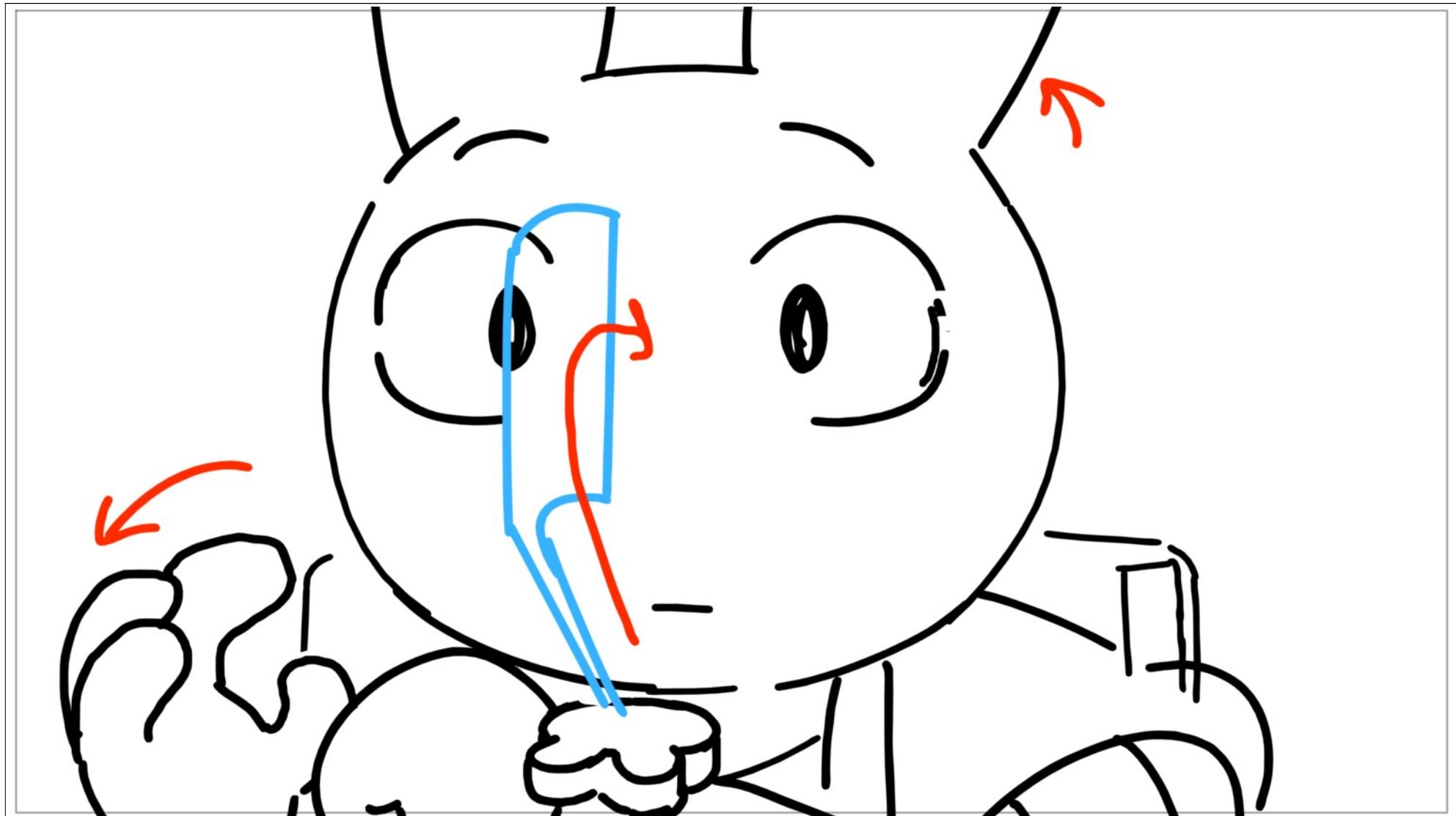
Scene	Duration	Panel	Duration
1	04:00	2	01:00



Dialog

sfx: hammering o/s

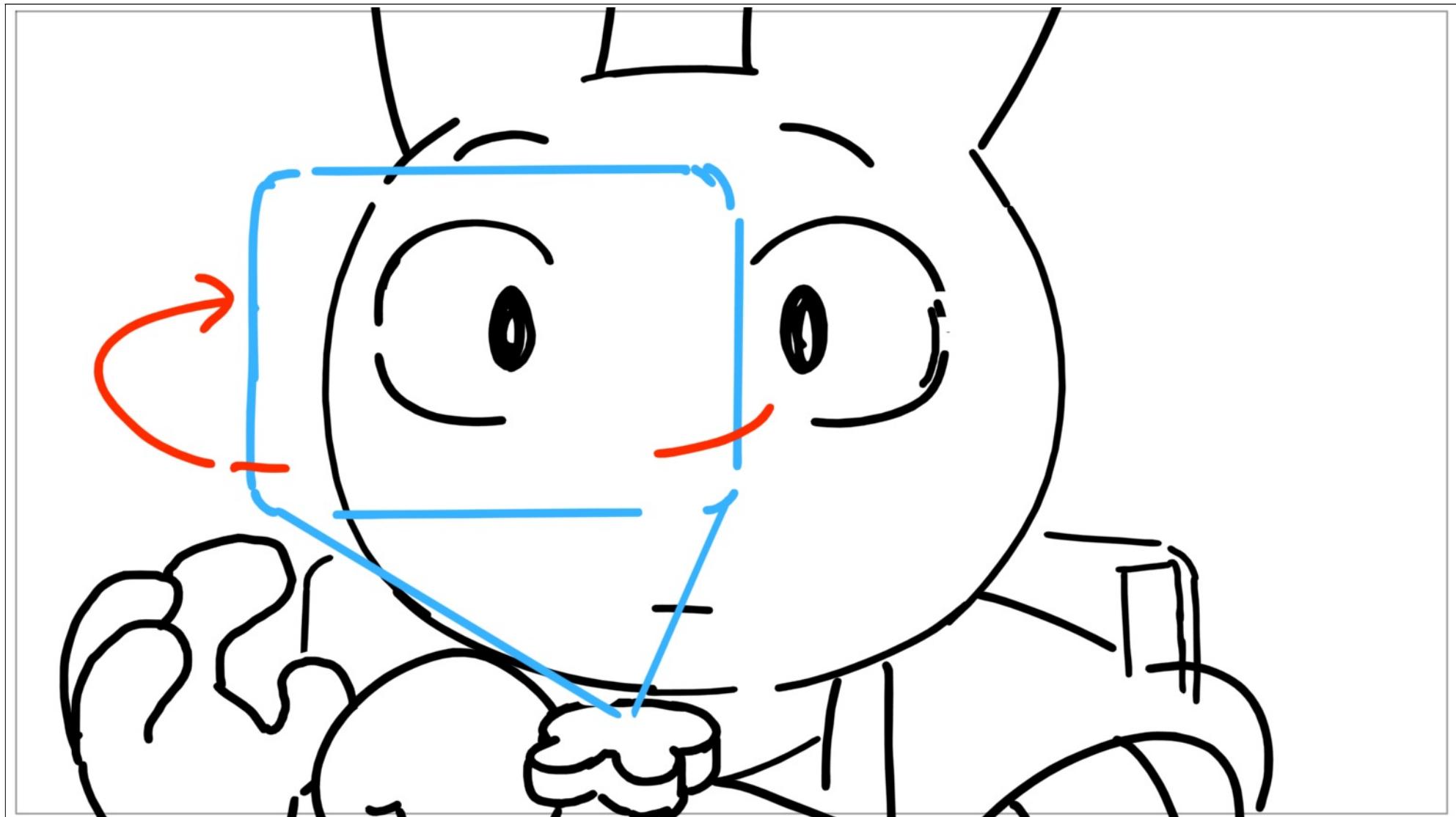
Scene	Duration	Panel	Duration
1	04:00	3	01:00



Dialog

sfx: hammering o/s

Scene	Duration	Panel	Duration
1	04:00	4	01:00



Dialog

sfx: hammering o/s

Scene	Duration	Panel	Duration
2	02:00	1	01:00



Action Notes

BMO hammering on a makeshift sign in front of a makeshift office space(1,2,1,2)

Scene	Duration	Panel	Duration
2	02:00	2	01:00



Action Notes

BMO hammering on a makeshift sign in front of a makeshift office space

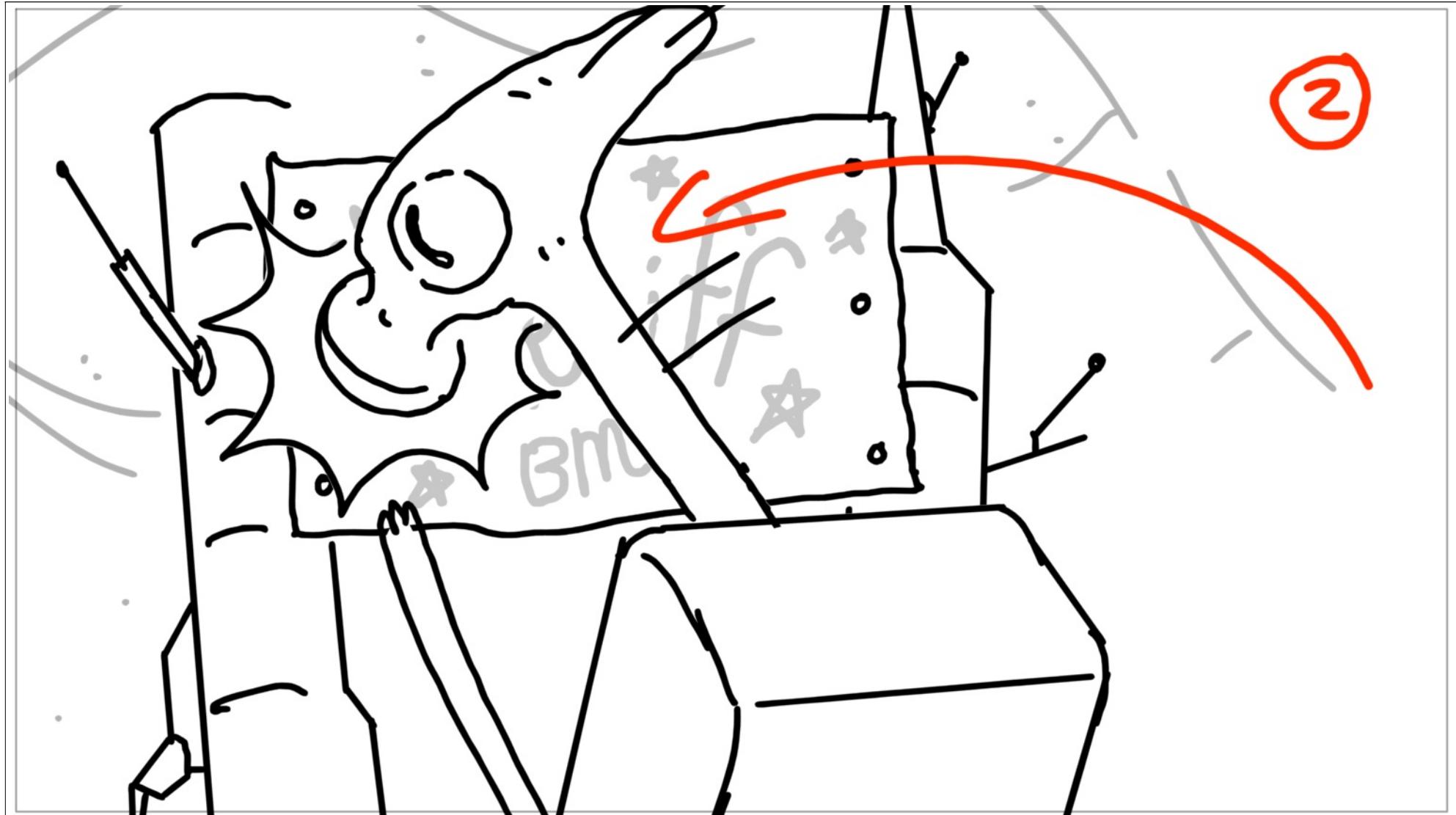
Scene	Duration	Panel	Duration
3	03:23	1	00:23



Action Notes

BMO finishes hammering his makeshift sheriff sign

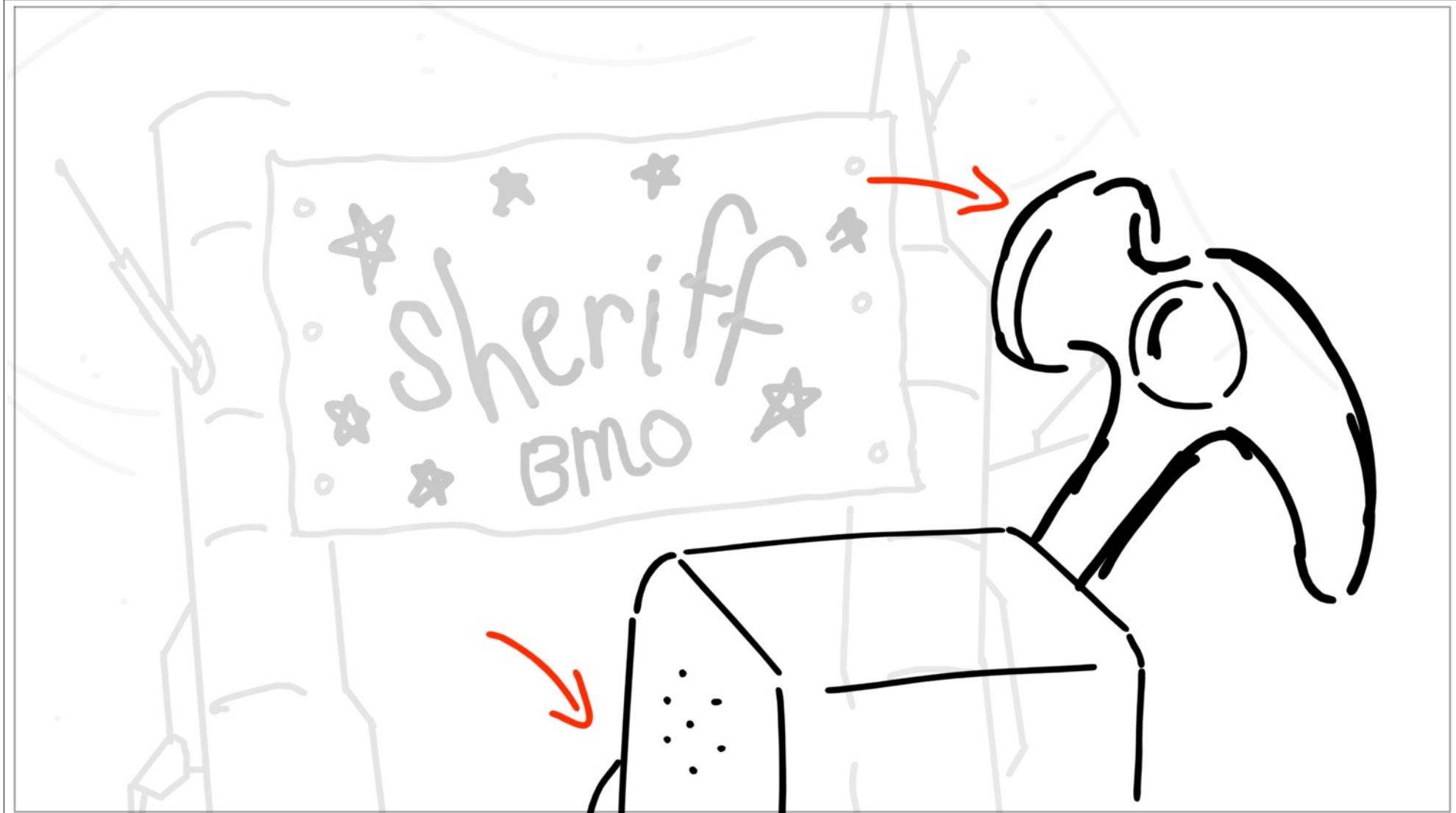
Scene	Duration	Panel	Duration
3	03:23	2	01:00



Action Notes

BMO finishes hammering his makeshift sheriff sign

Scene	Duration	Panel	Duration
3	03:23	3	01:00



Action Notes

BMO finishes hammering his makeshift sheriff sign

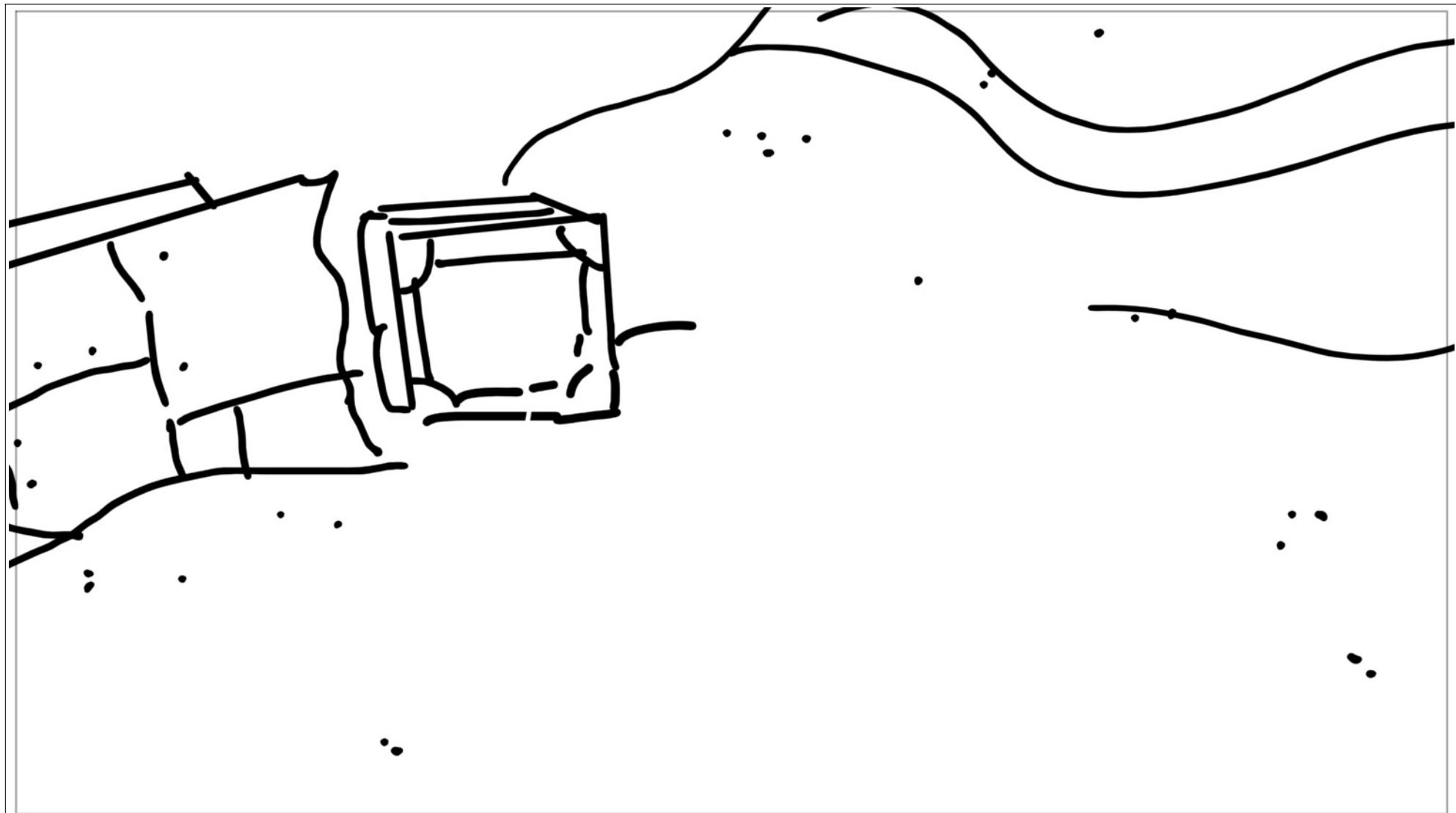
Scene	Duration	Panel	Duration
3	03:23	4	01:00



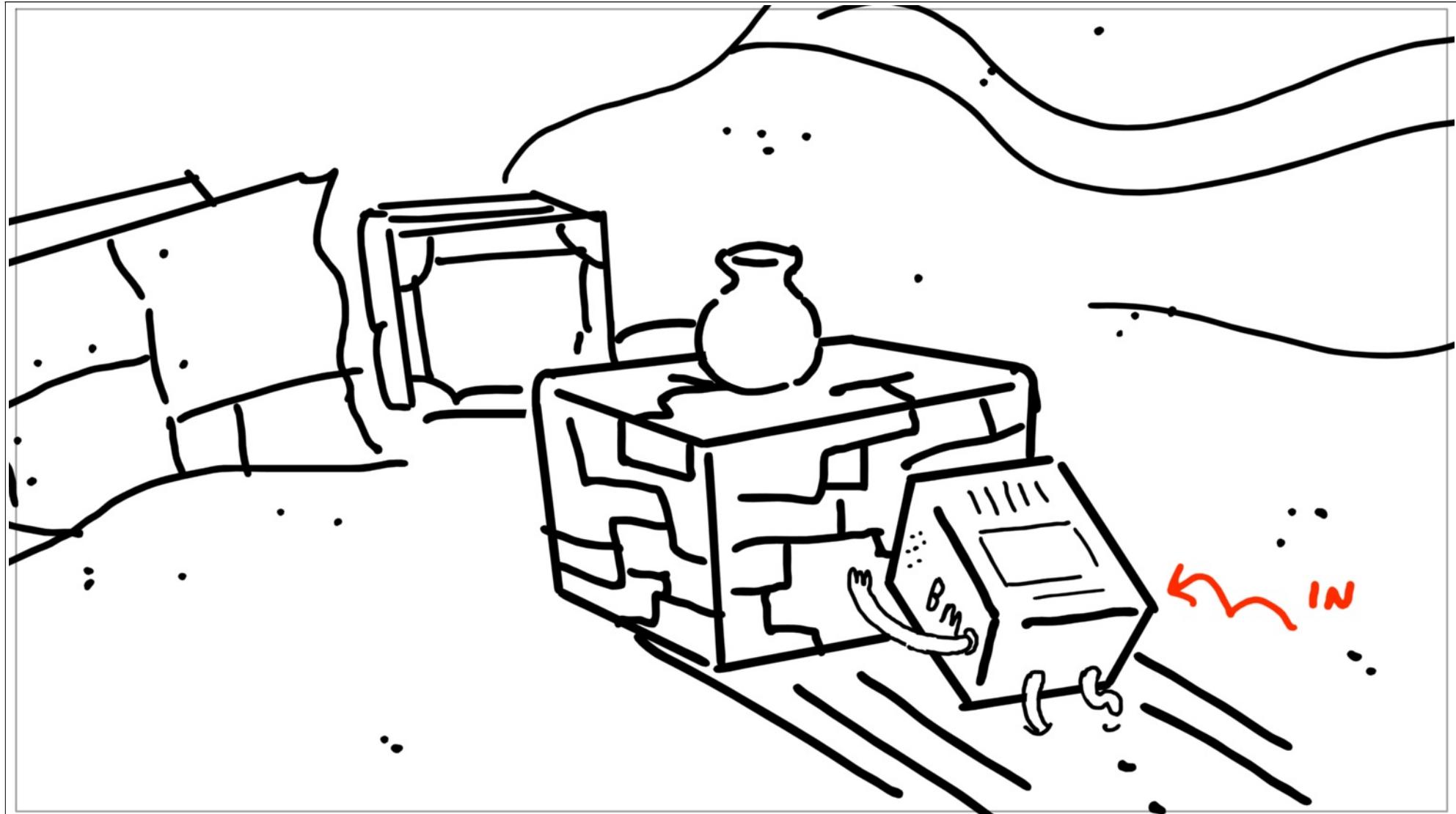
Dialog

BMO: perfect!

Scene	Duration	Panel	Duration
4	09:00	1	01:00



Scene	Duration	Panel	Duration
4	09:00	2	01:00



Dialog

BMO: this is where I'll prop up my boots--

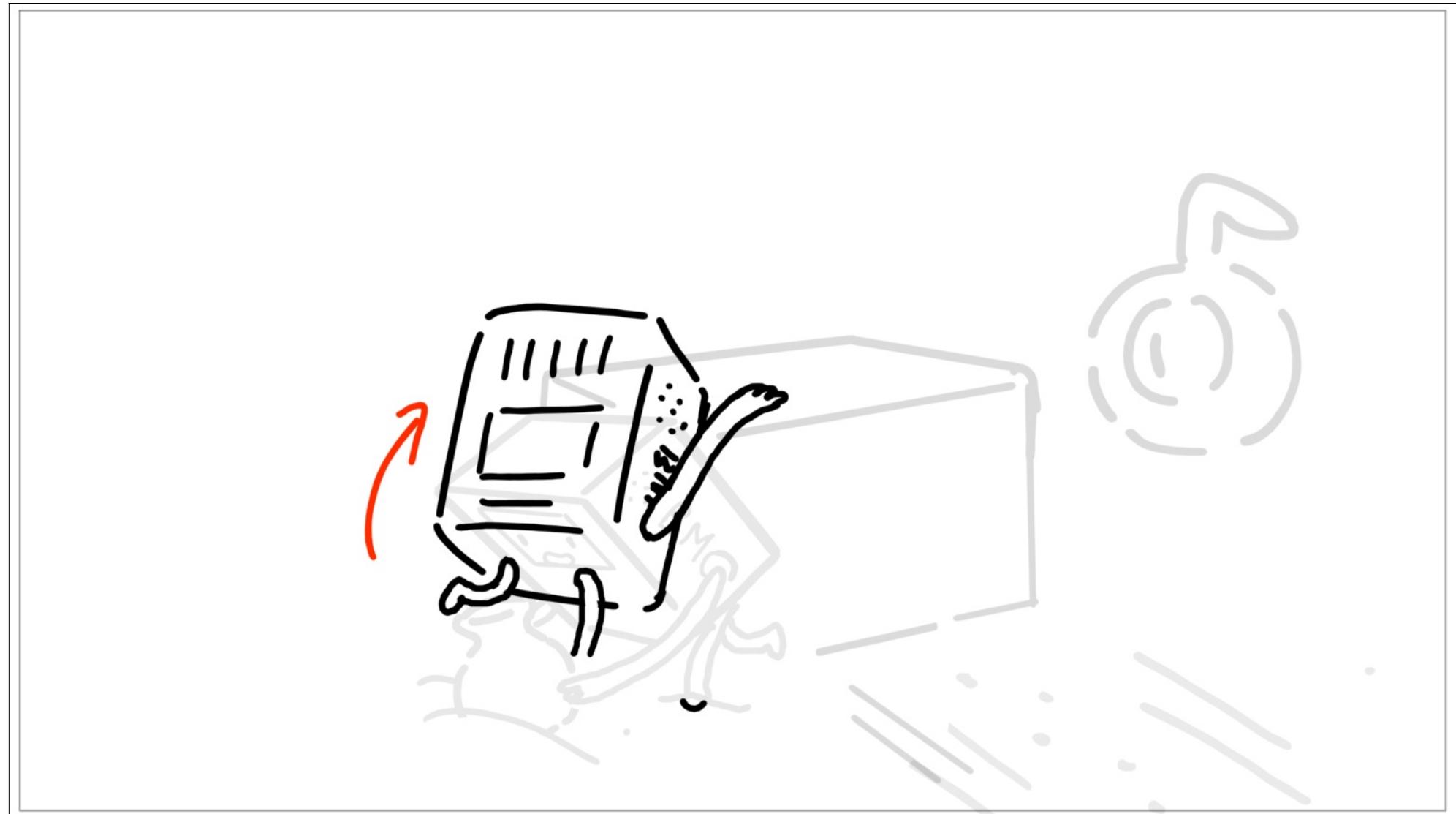
Scene	Duration	Panel	Duration
4	09:00	3	01:00



Dialog

BMO: --and play the harmonica--

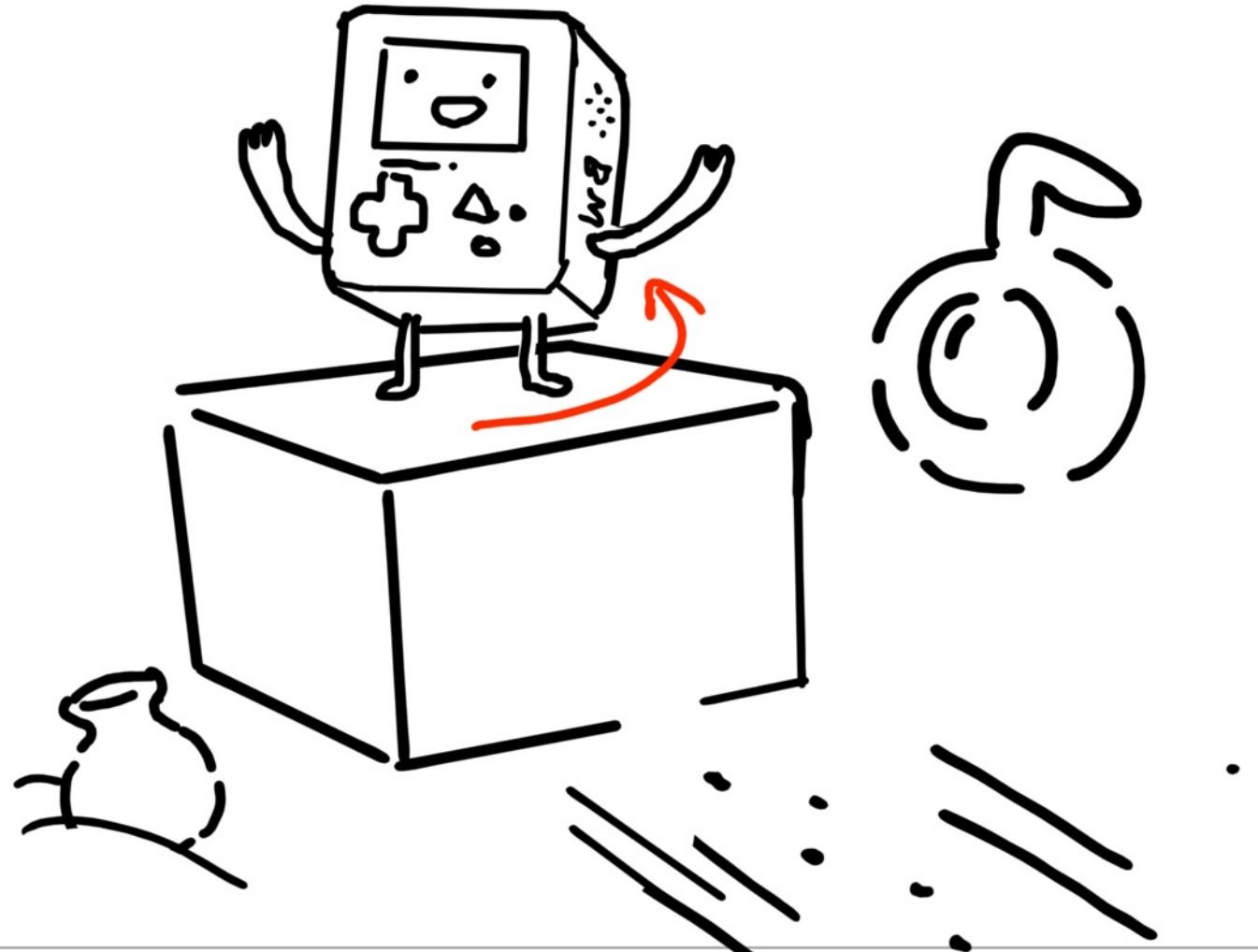
Scene	Duration	Panel	Duration
4	09:00		4



Dialog

BMO: (grunt)

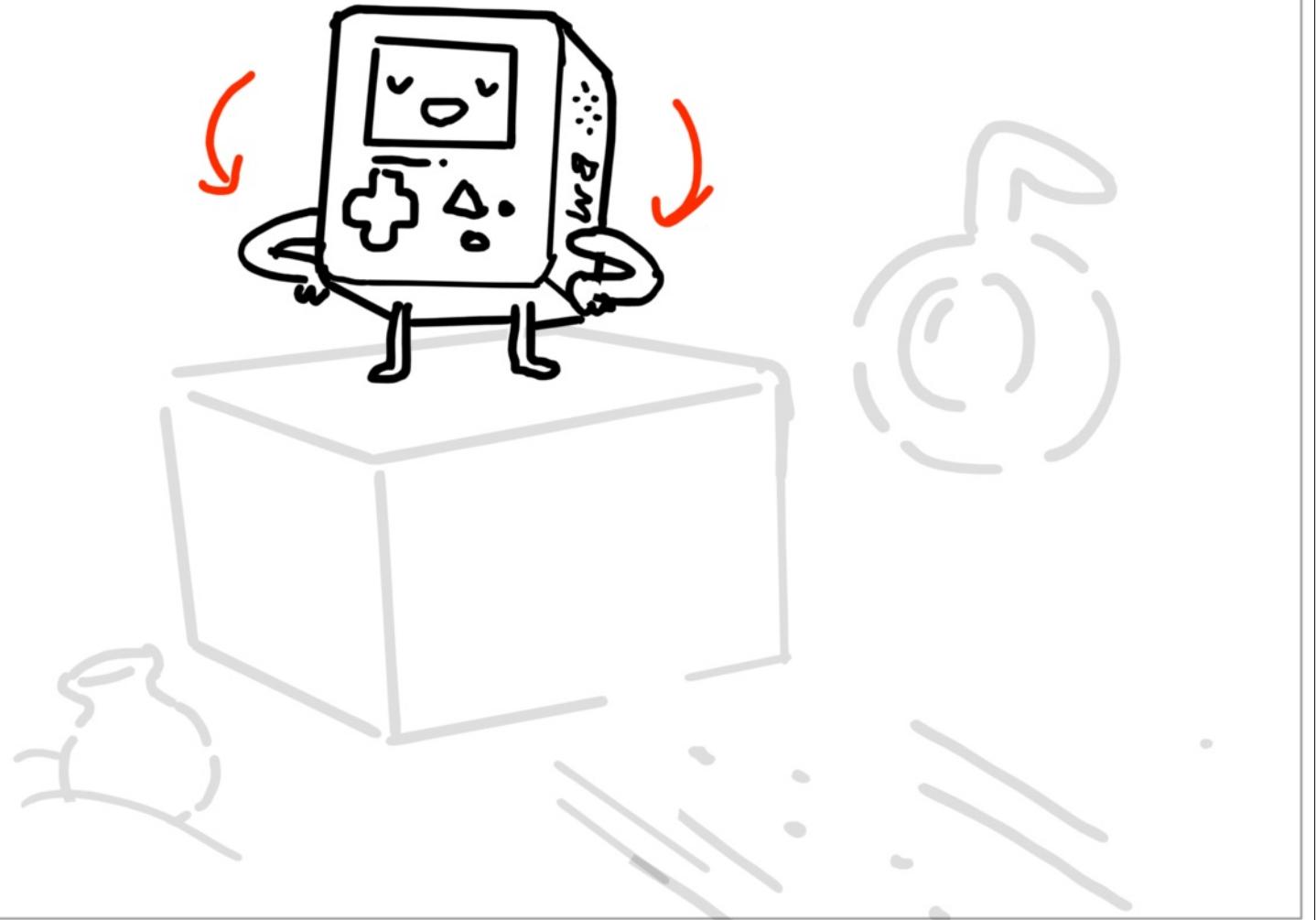
Scene	Duration	Panel	Duration
4	09:00	5	01:00



Dialog

BMO: --when the weary day is done!

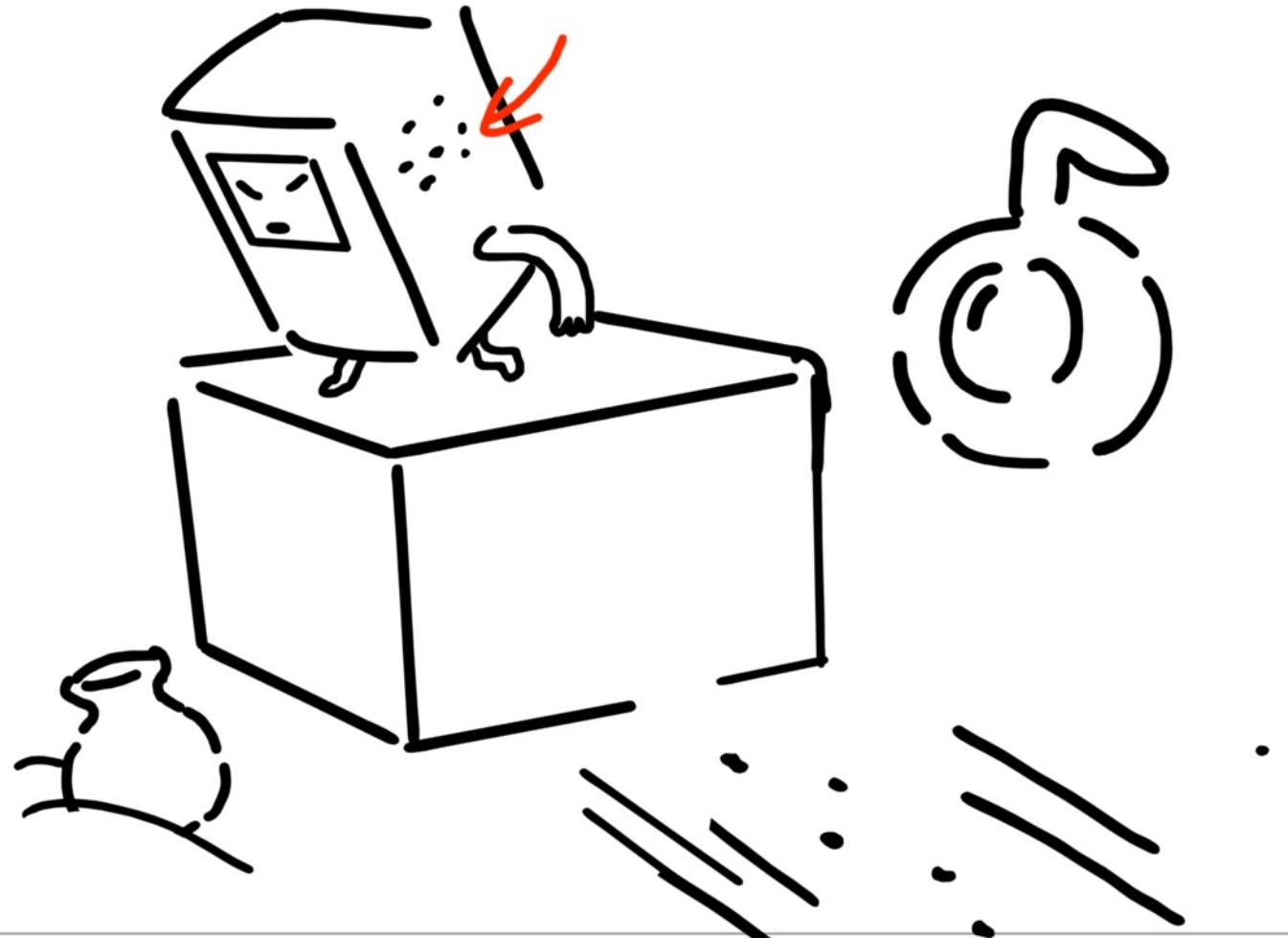
Scene	Duration	Panel	Duration
4	09:00	6	01:00



Dialog

BMO: --when the weary day is done!

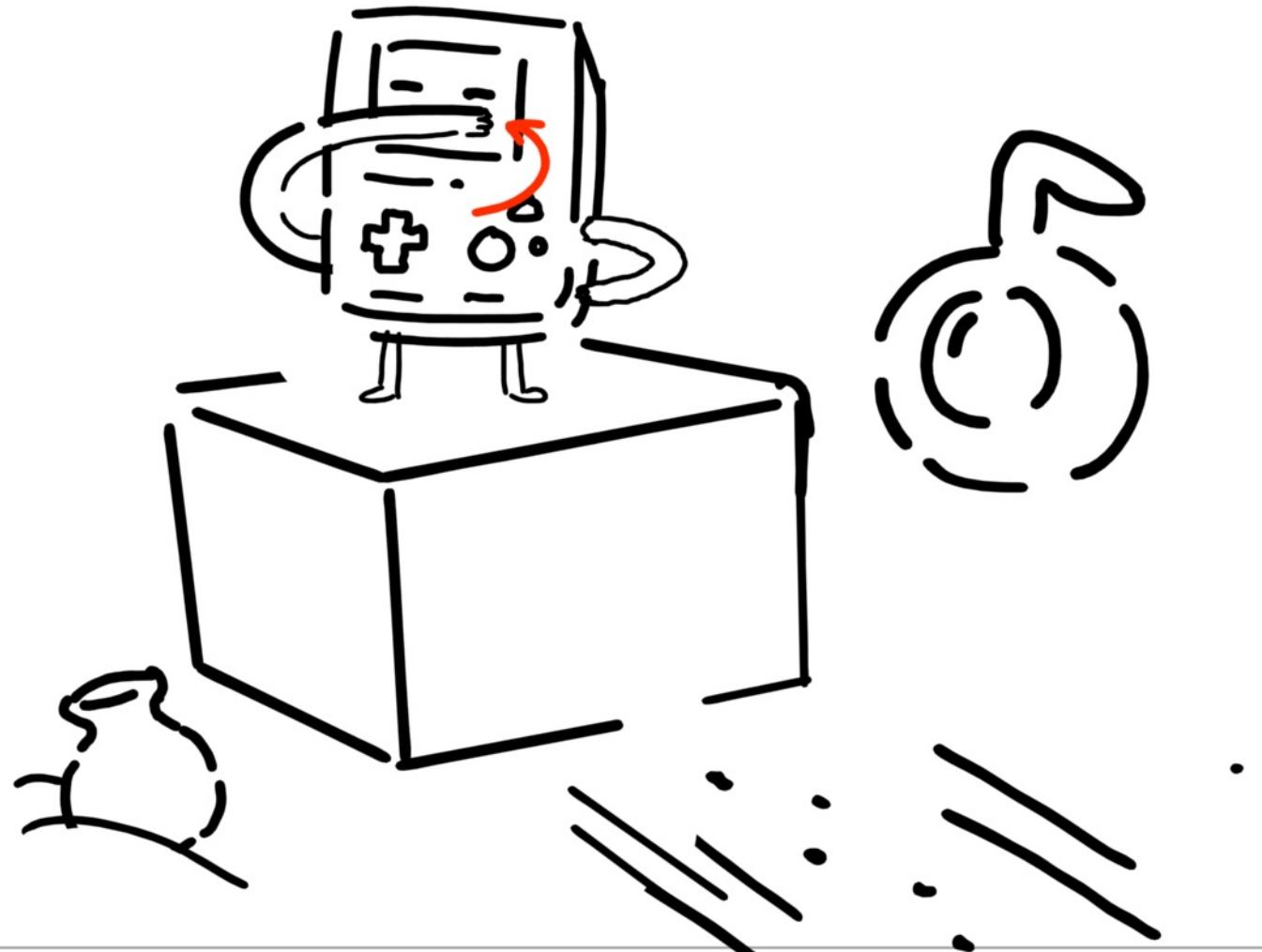
Scene	Duration	Panel	Duration
4	09:00	7	01:00



Dialog

BMO: ptoo!

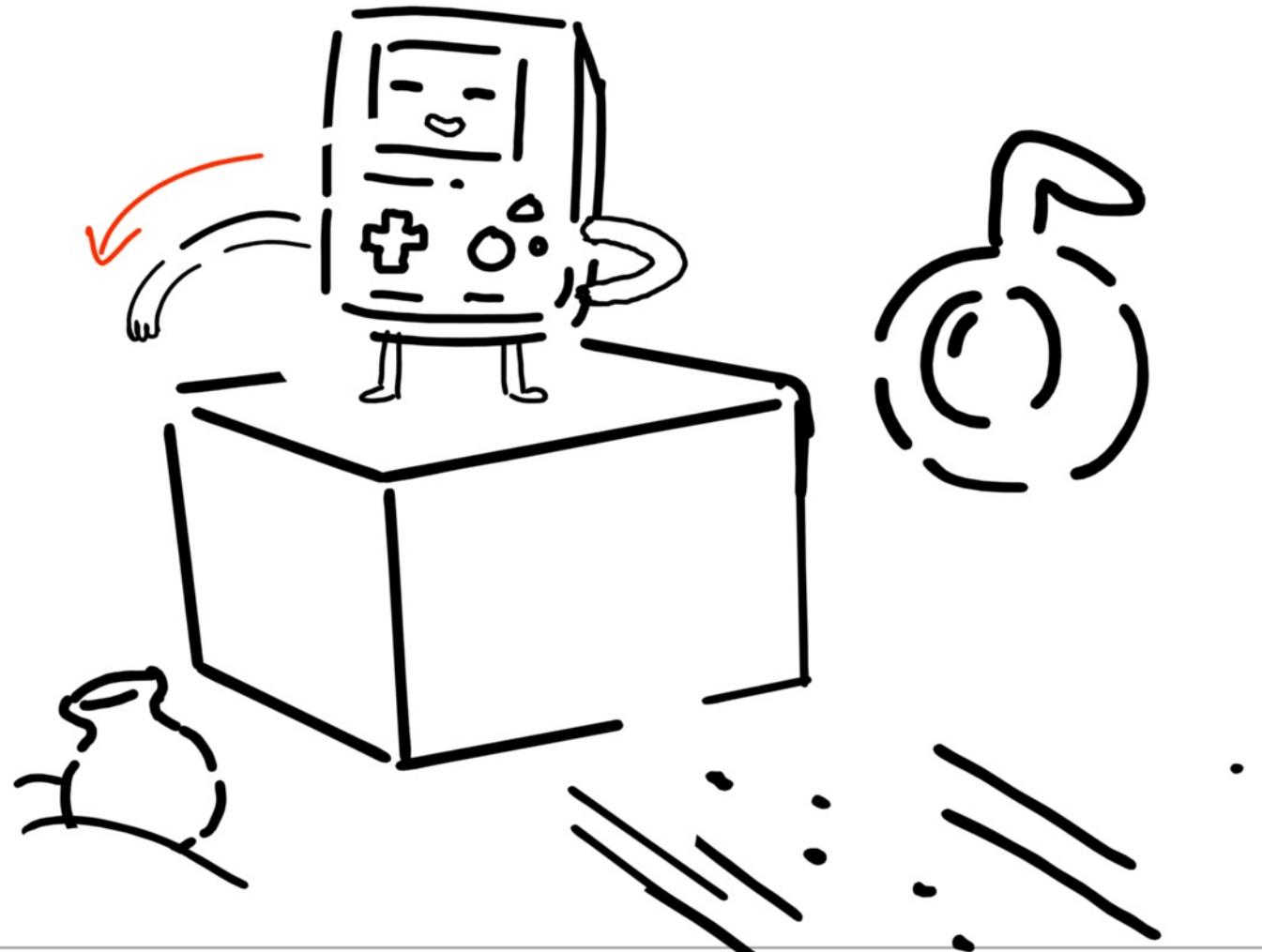
Scene	Duration	Panel	Duration
4	09:00	8	01:00



Action Notes

BMO wipes his mouth

Scene	Duration	Panel	Duration
4	09:00	9	01:00



Action Notes

BMO wipes his mouth

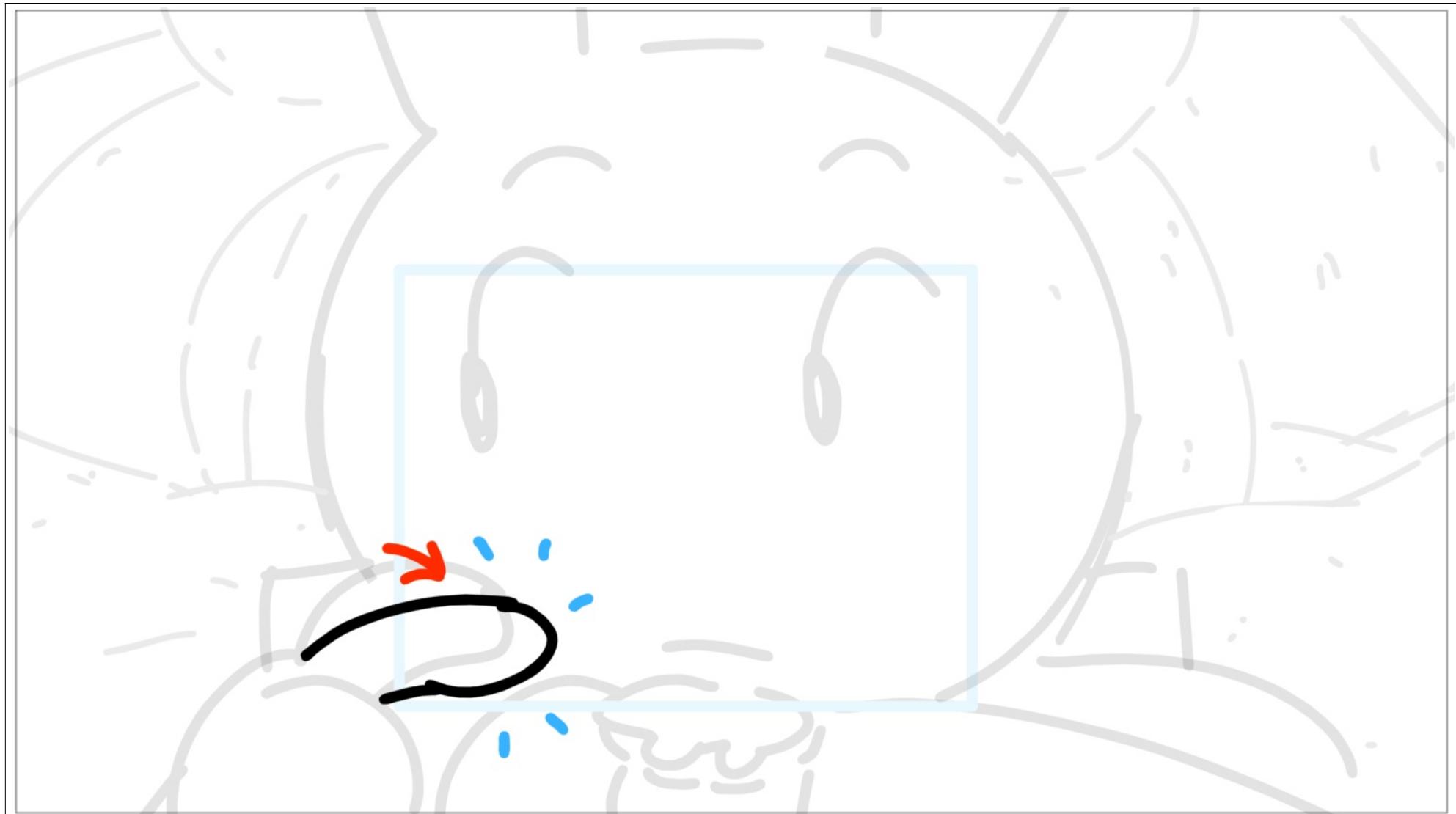
Scene	Duration	Panel	Duration
5	06:00	1	01:00



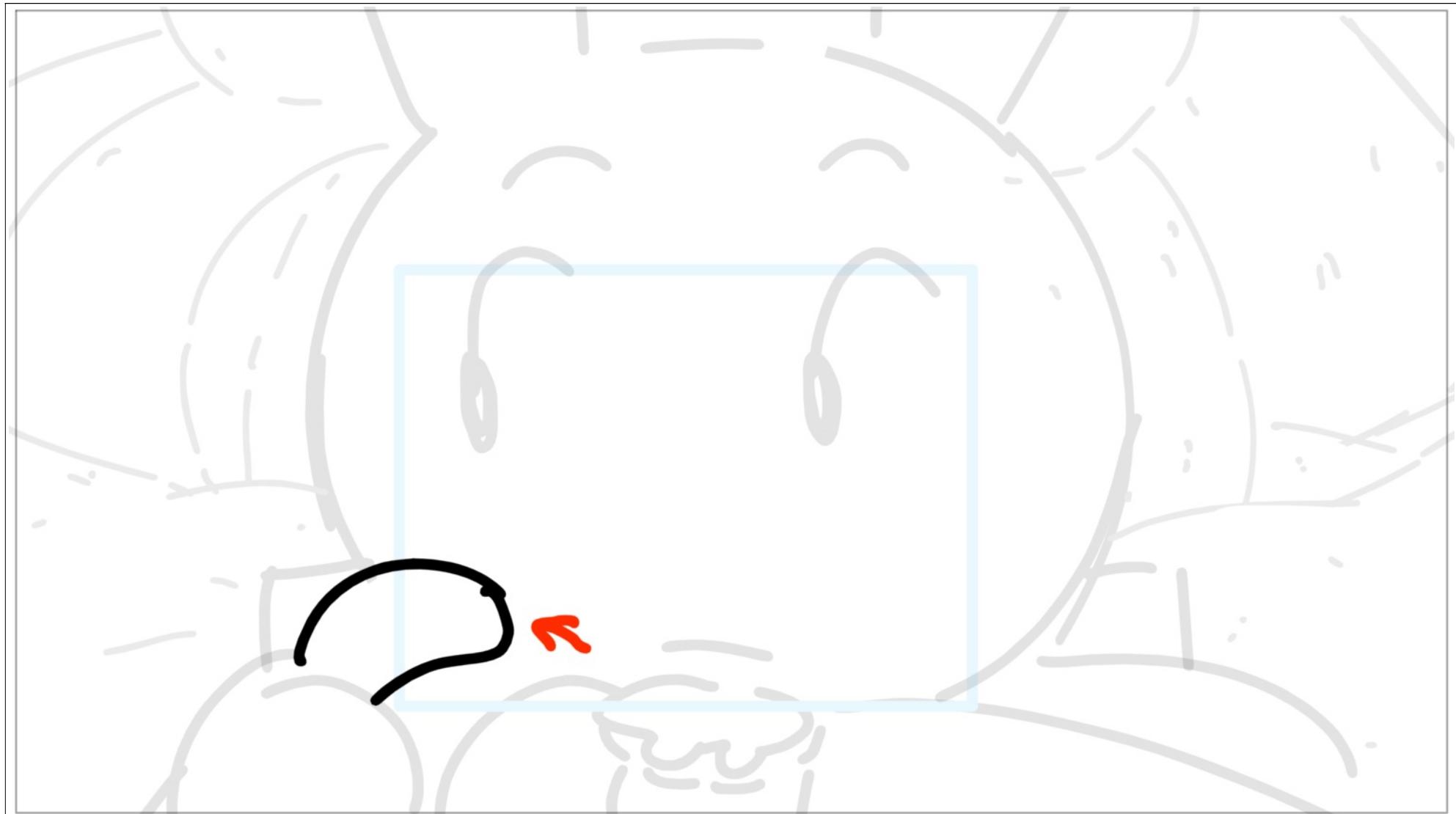
Action Notes

Y5 is taking photos of BMO on her smart watch

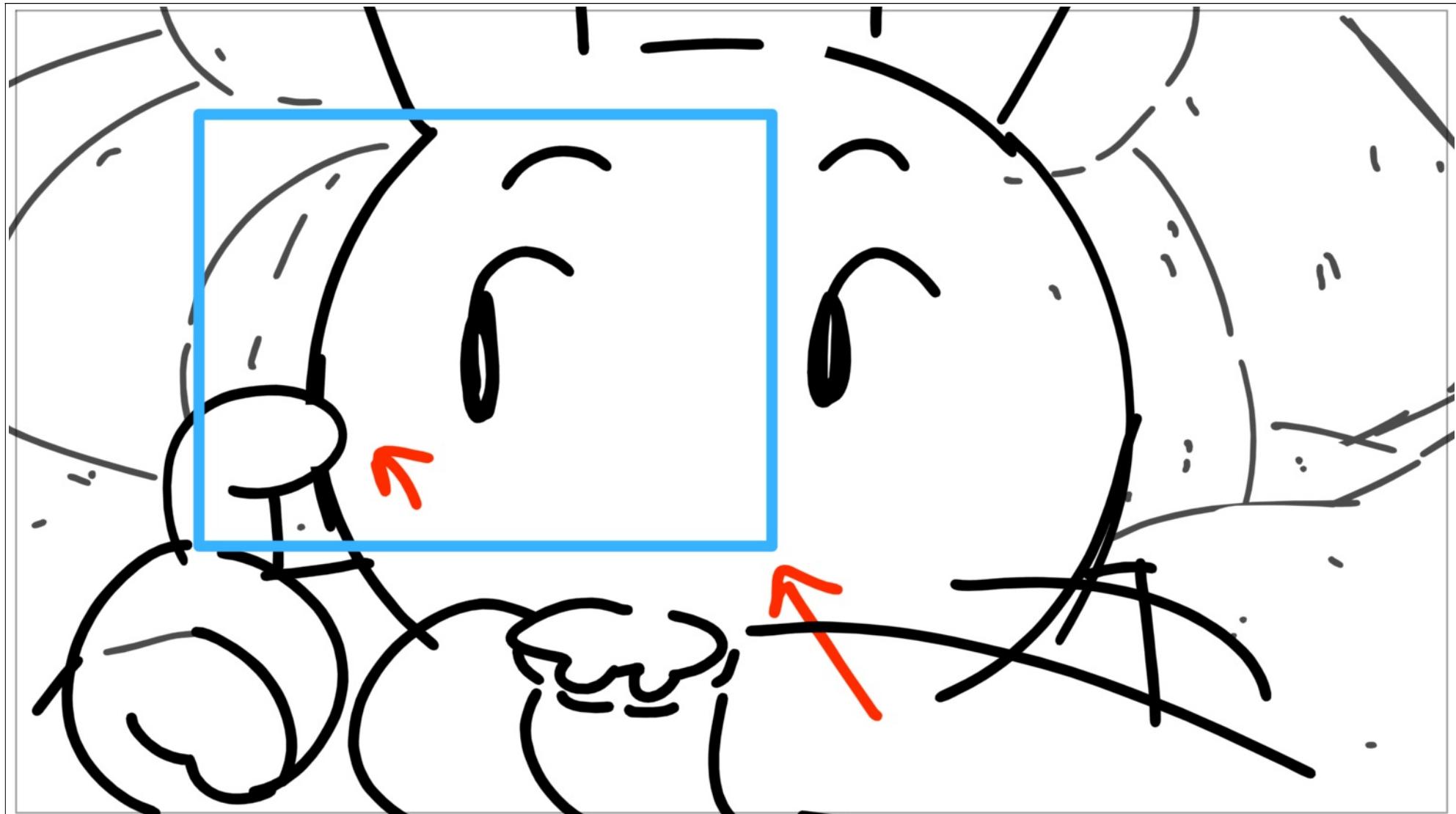
Scene	Duration	Panel	Duration
5	06:00	2	01:00



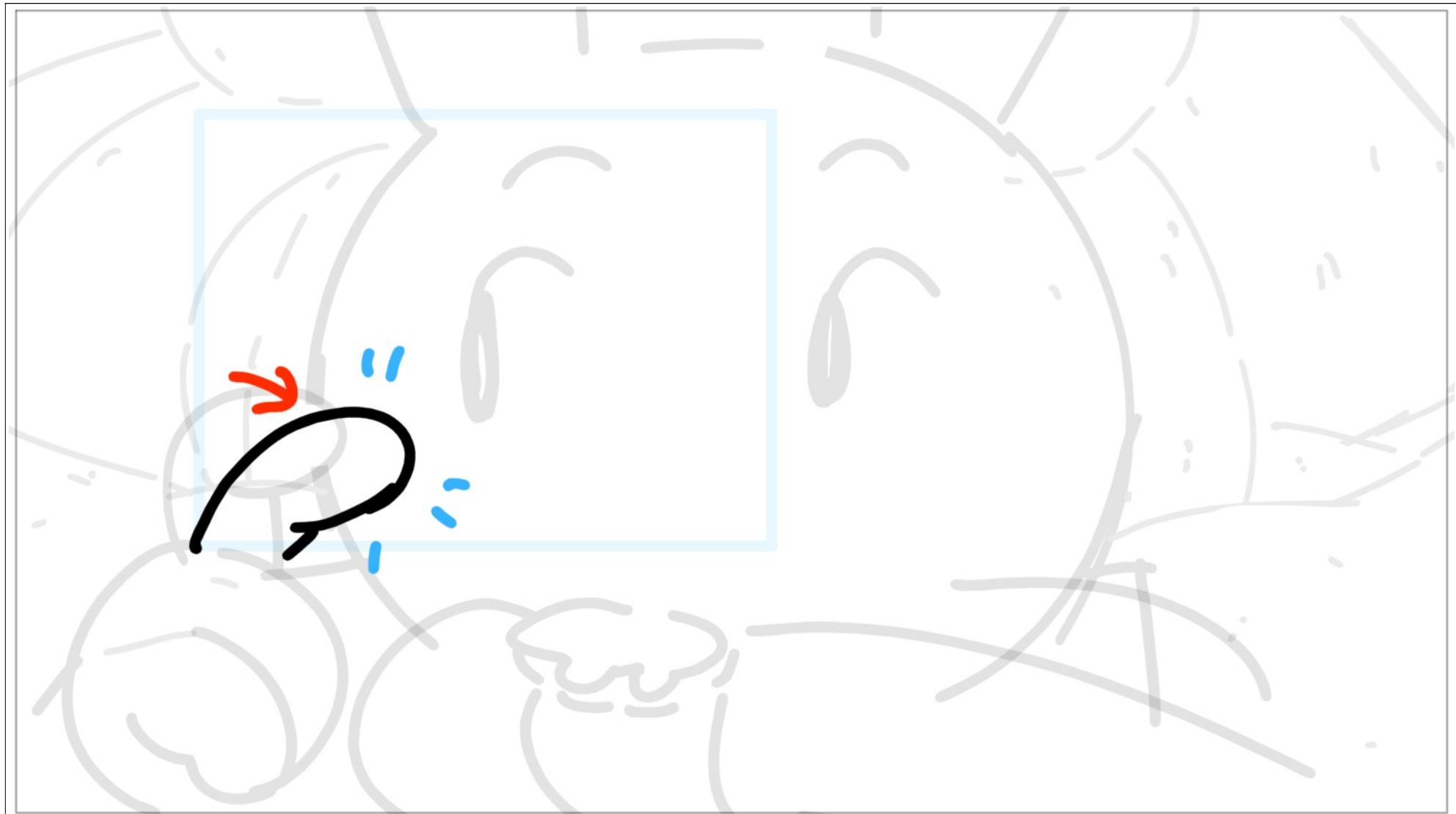
Scene	Duration	Panel	Duration
5	06:00	3	01:00



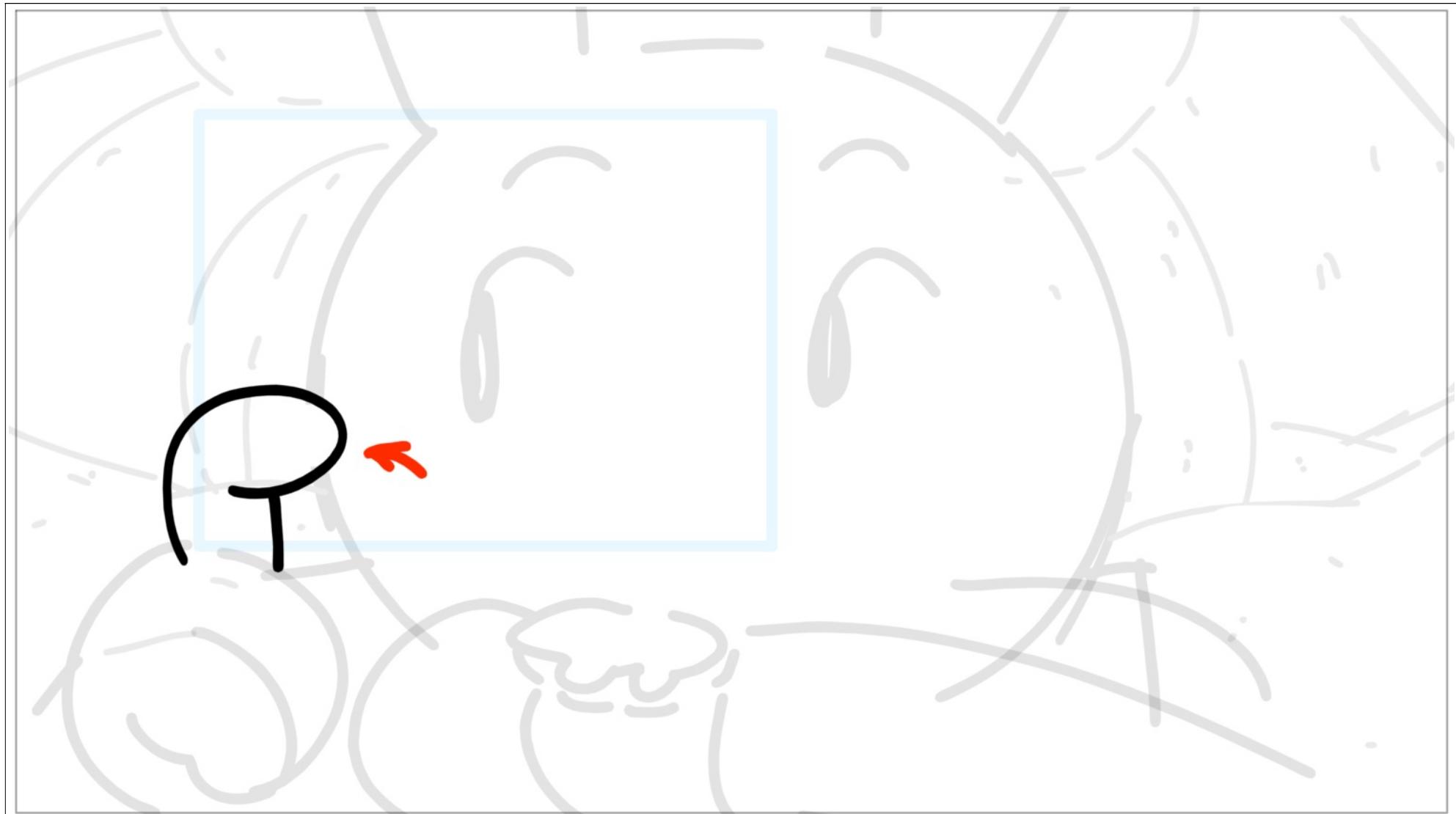
Scene	Duration	Panel	Duration
5	06:00	4	01:00



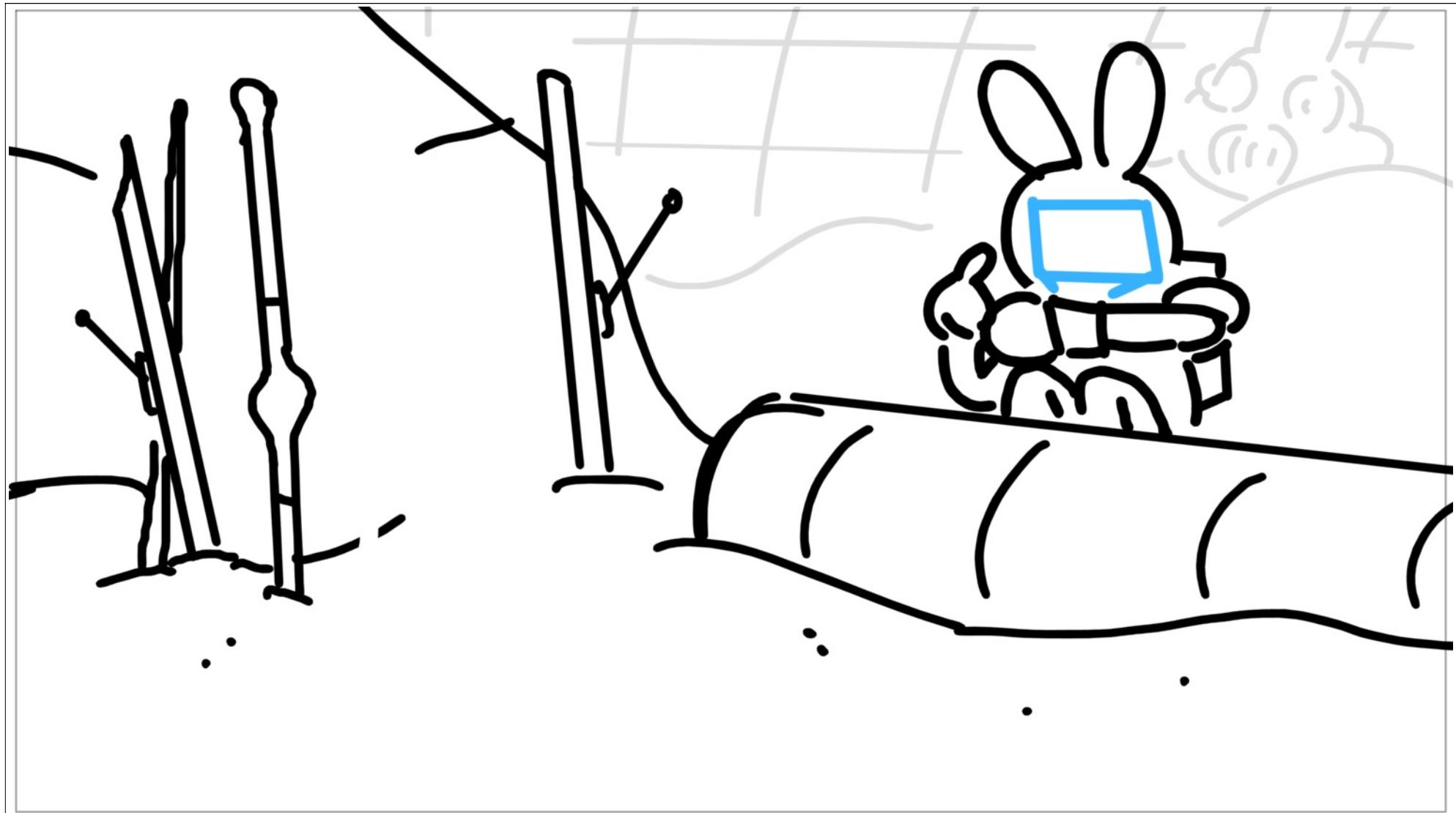
Scene	Duration	Panel	Duration
5	06:00	5	01:00



Scene	Duration	Panel	Duration
5	06:00	6	01:00



Scene	Duration	Panel	Duration
6	04:23	1	01:00



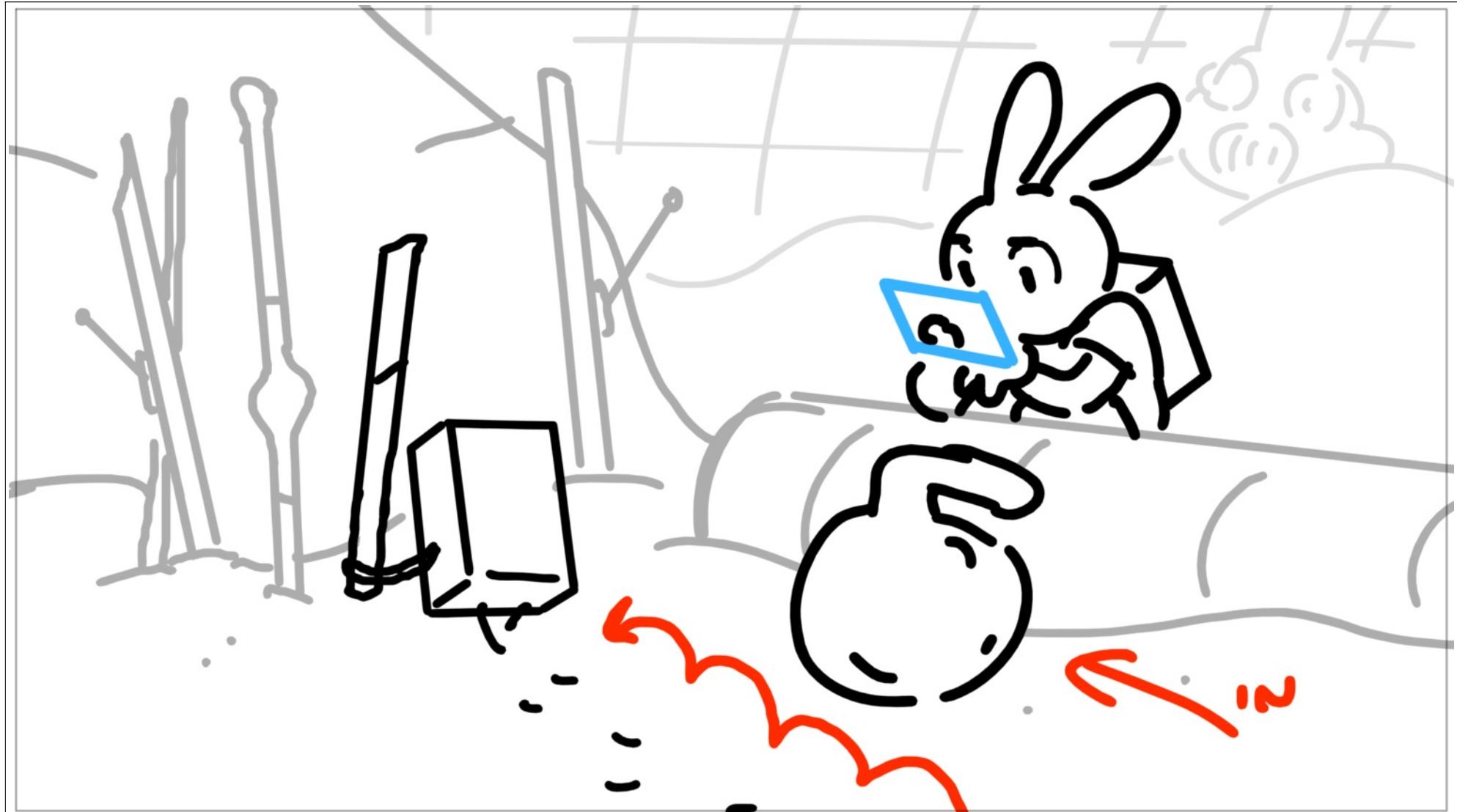
Scene	Duration	Panel	Duration
6	04:23	2	01:00



Dialog

BMO: this is where--

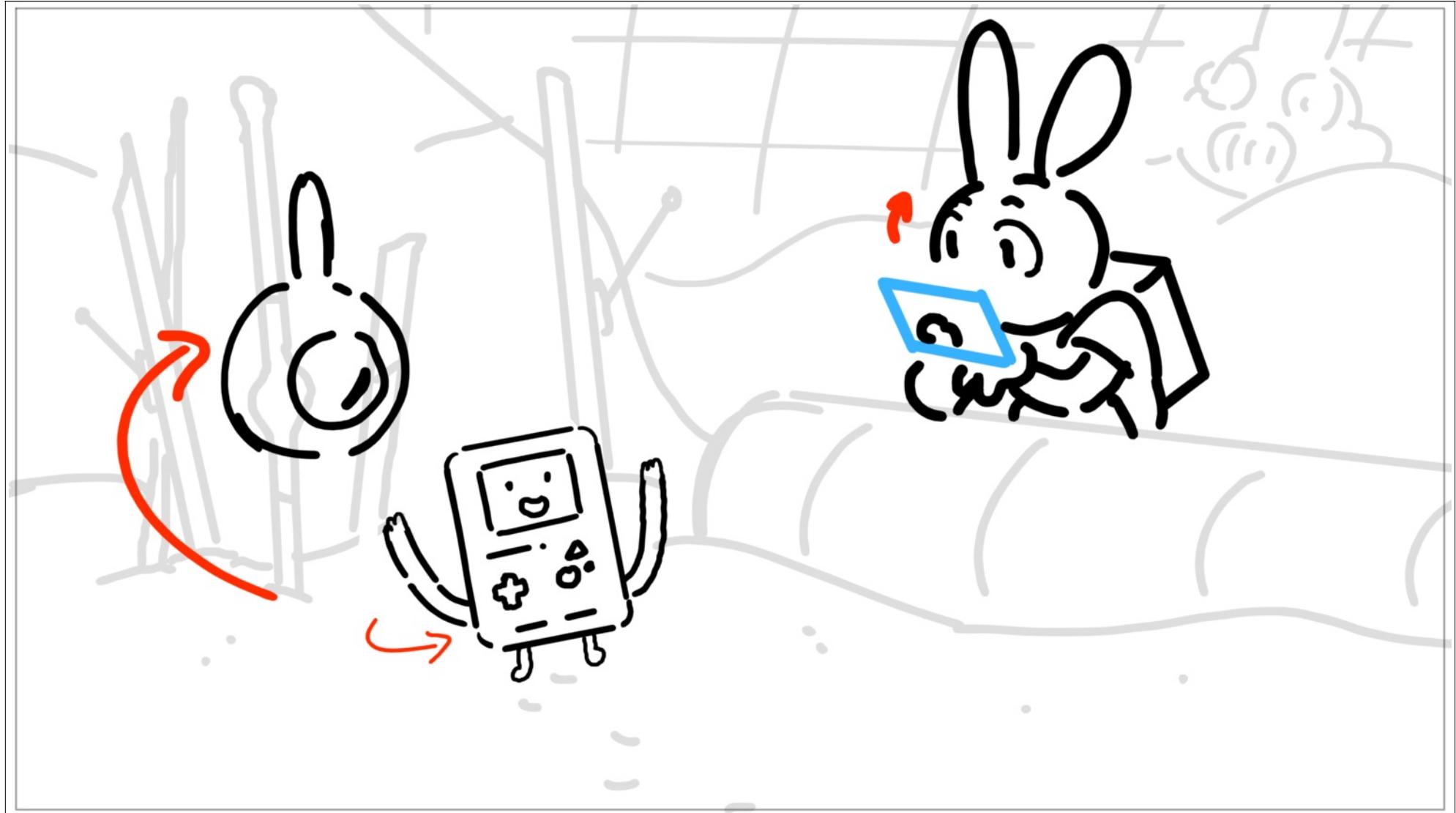
Scene	Duration	Panel	Duration
6	04:23	3	01:00



Dialog

BMO: the bad guys will go--

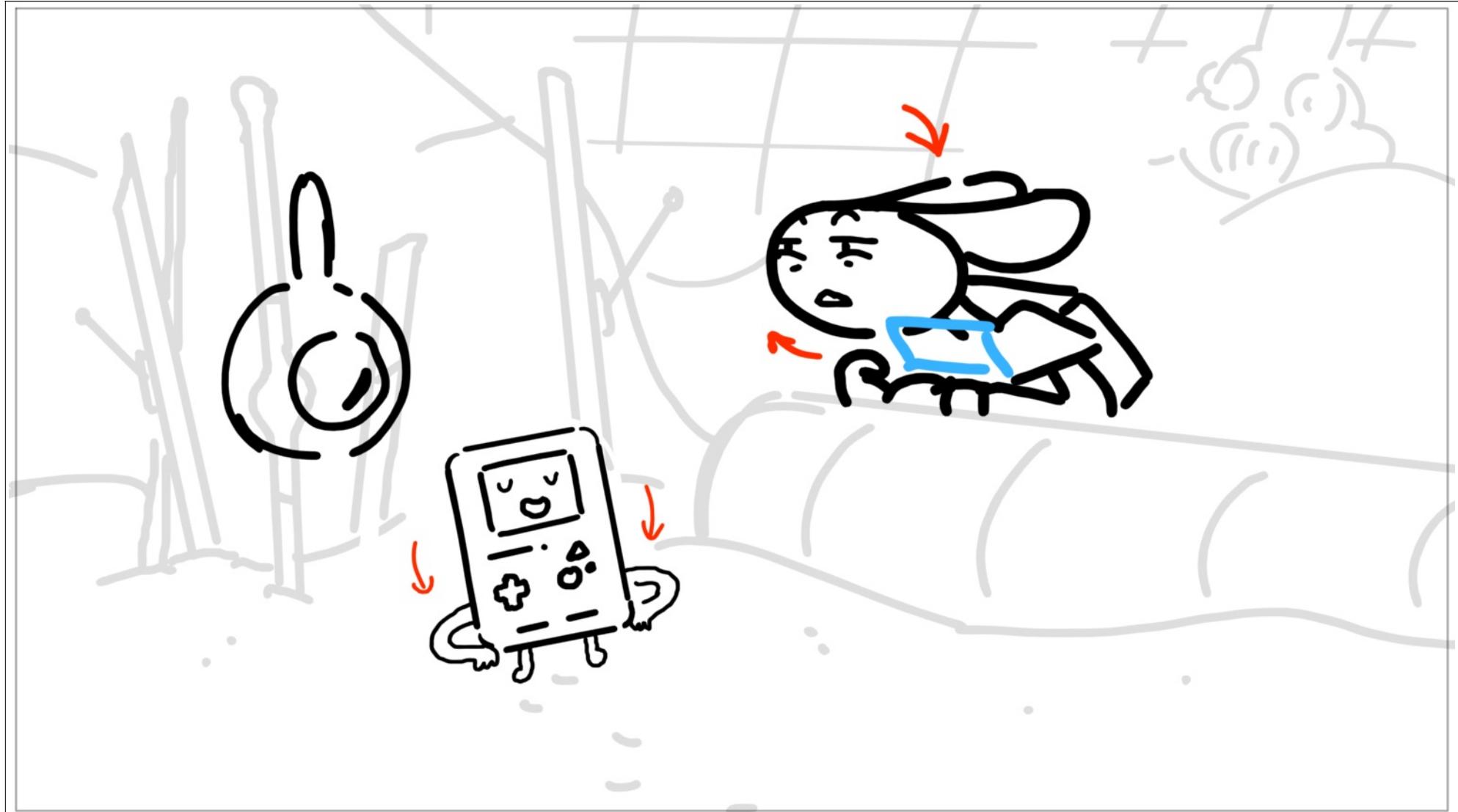
Scene	Duration	Panel	Duration
6	04:23	4	01:00



Dialog

BMO: after being--

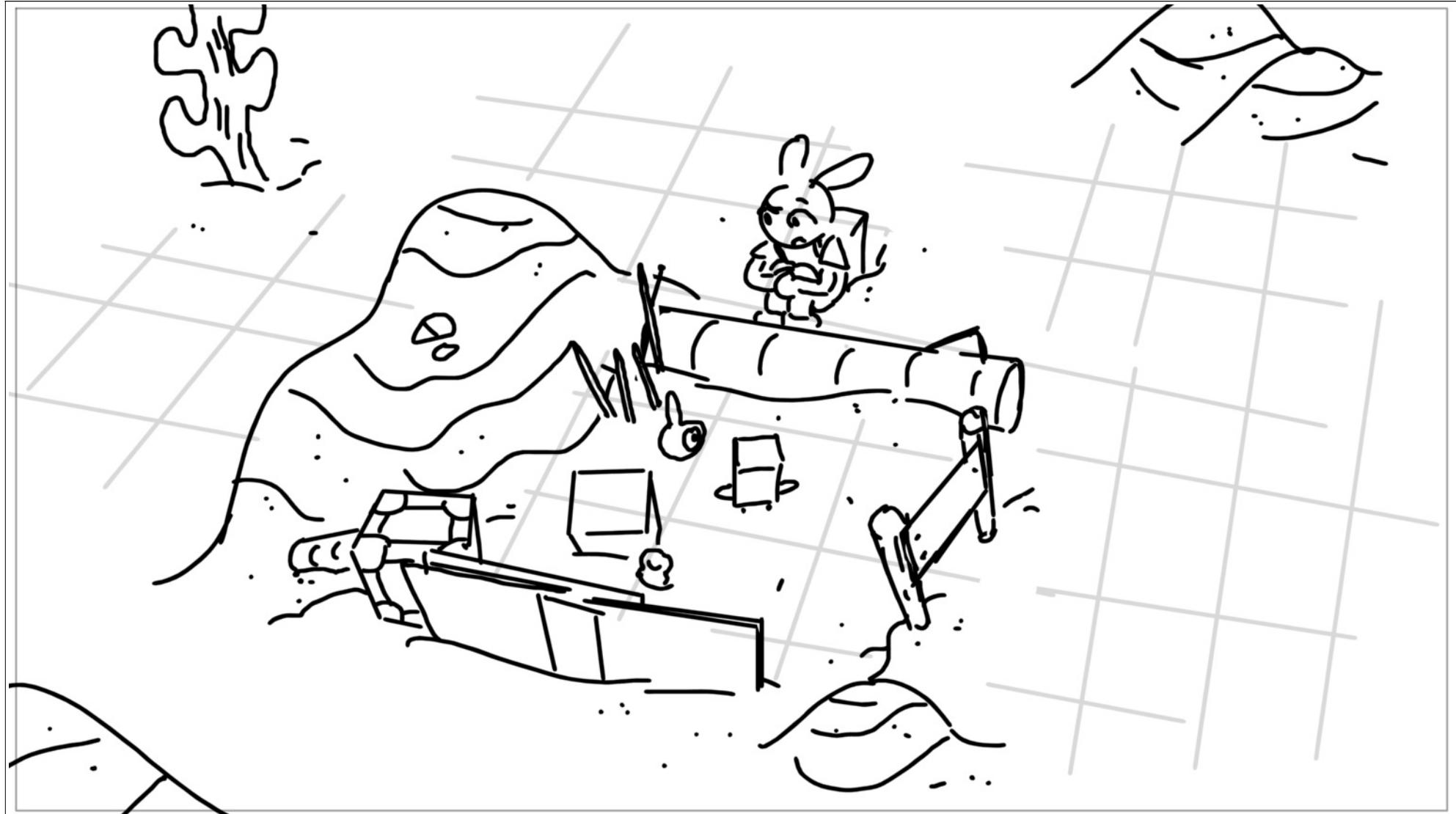
Scene	Duration	Panel	Duration
6	04:23	5	00:23



Dialog

BMO: apprehended!

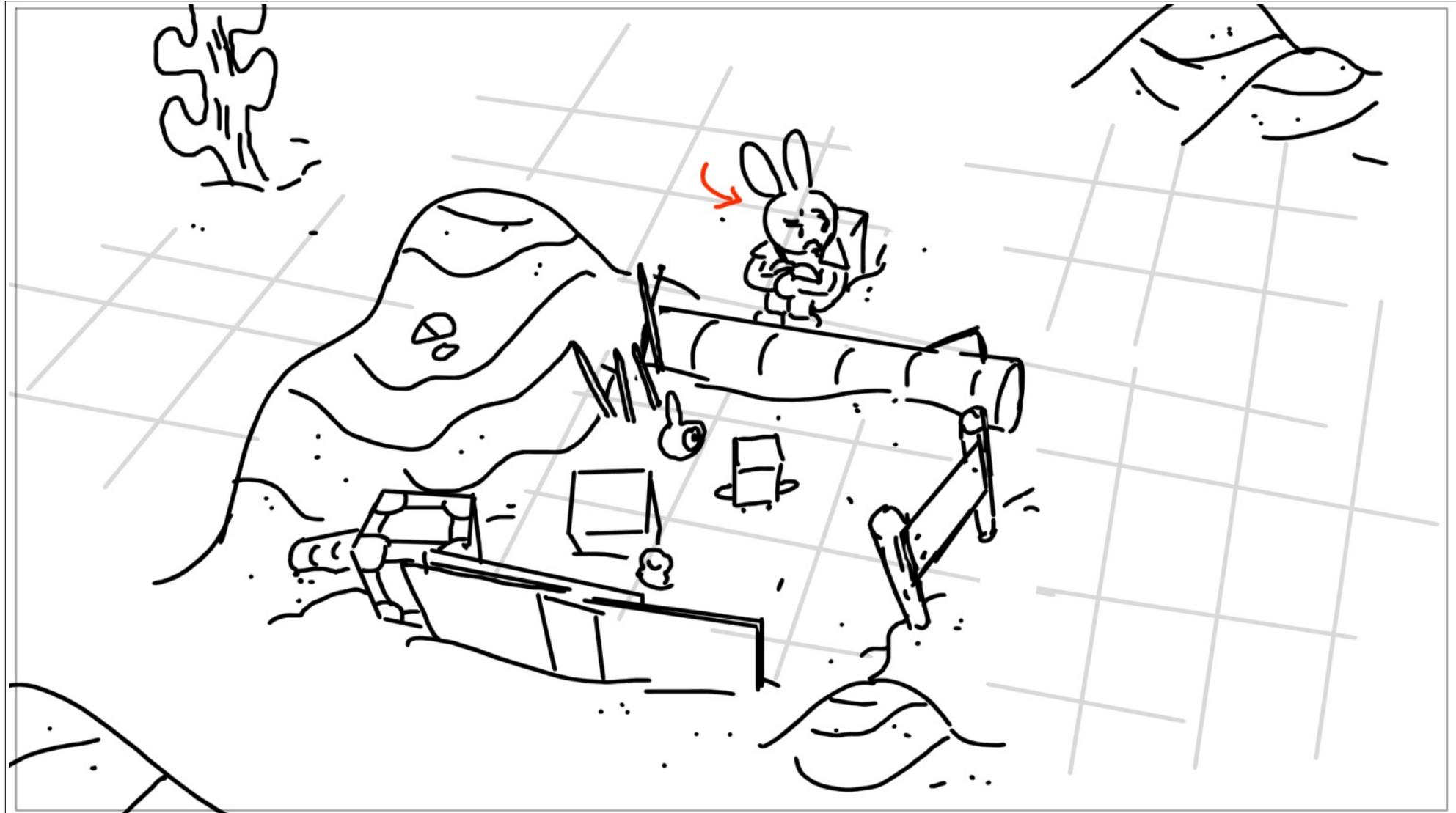
Scene	Duration	Panel	Duration
7	03:00	1	01:00



Dialog

Y5: Your customs are so... strange.

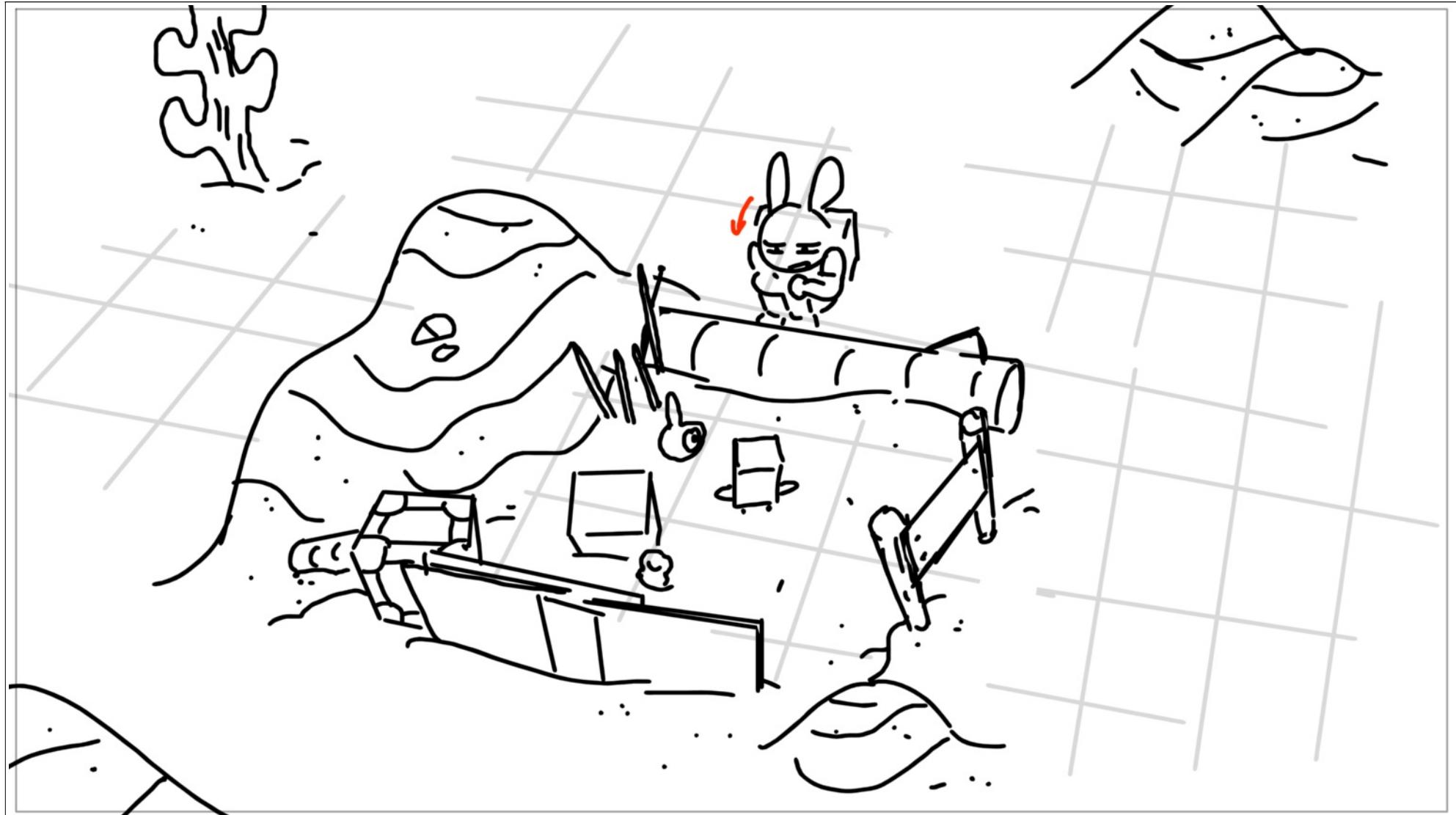
Scene	Duration	Panel	Duration
7	03:00	2	01:00



Dialog

Y5: Your customs are so... strange.

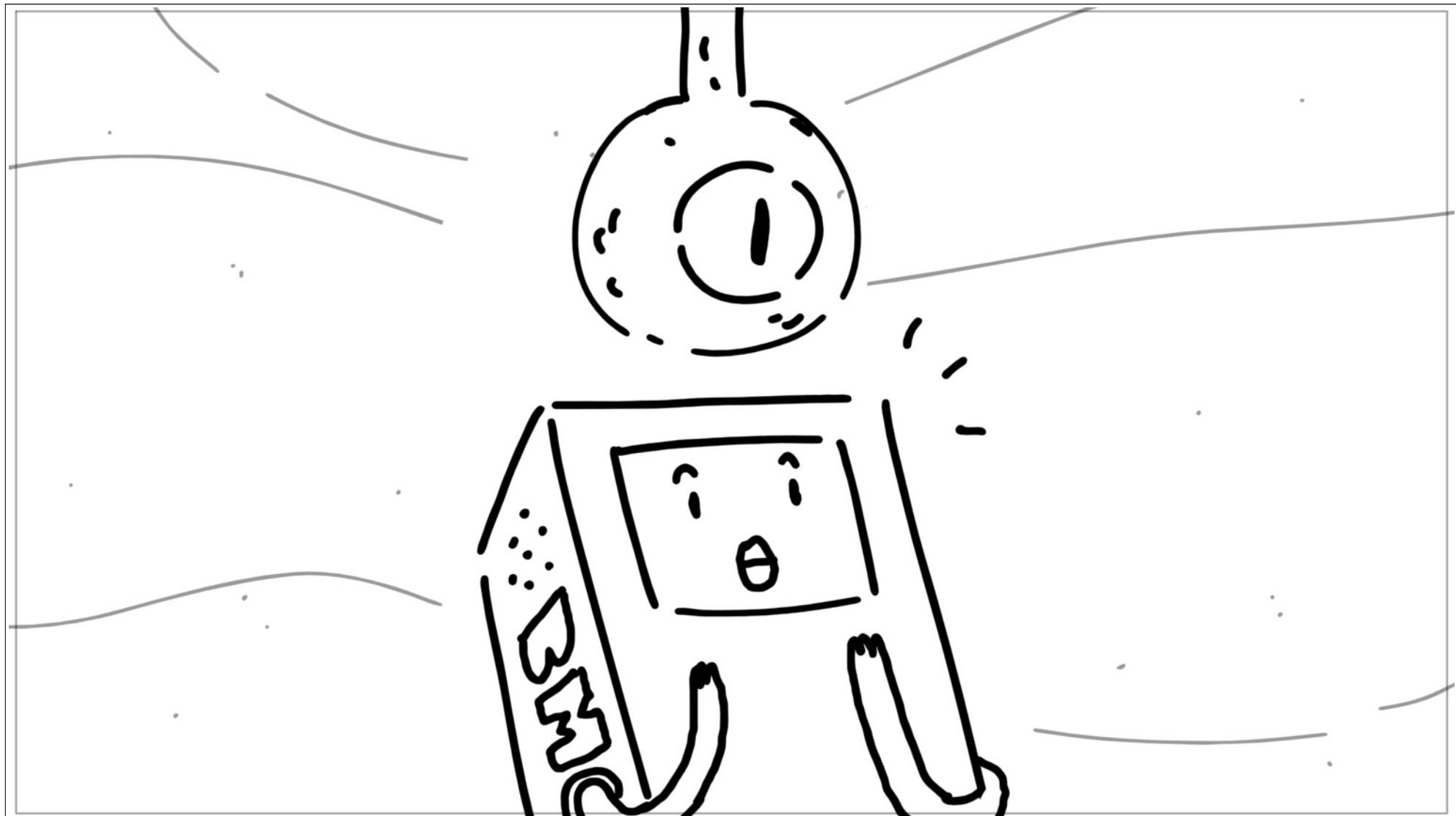
Scene	Duration	Panel	Duration
7	03:00	3	01:00



Dialog

Y5: What was the name of your homeworld again?

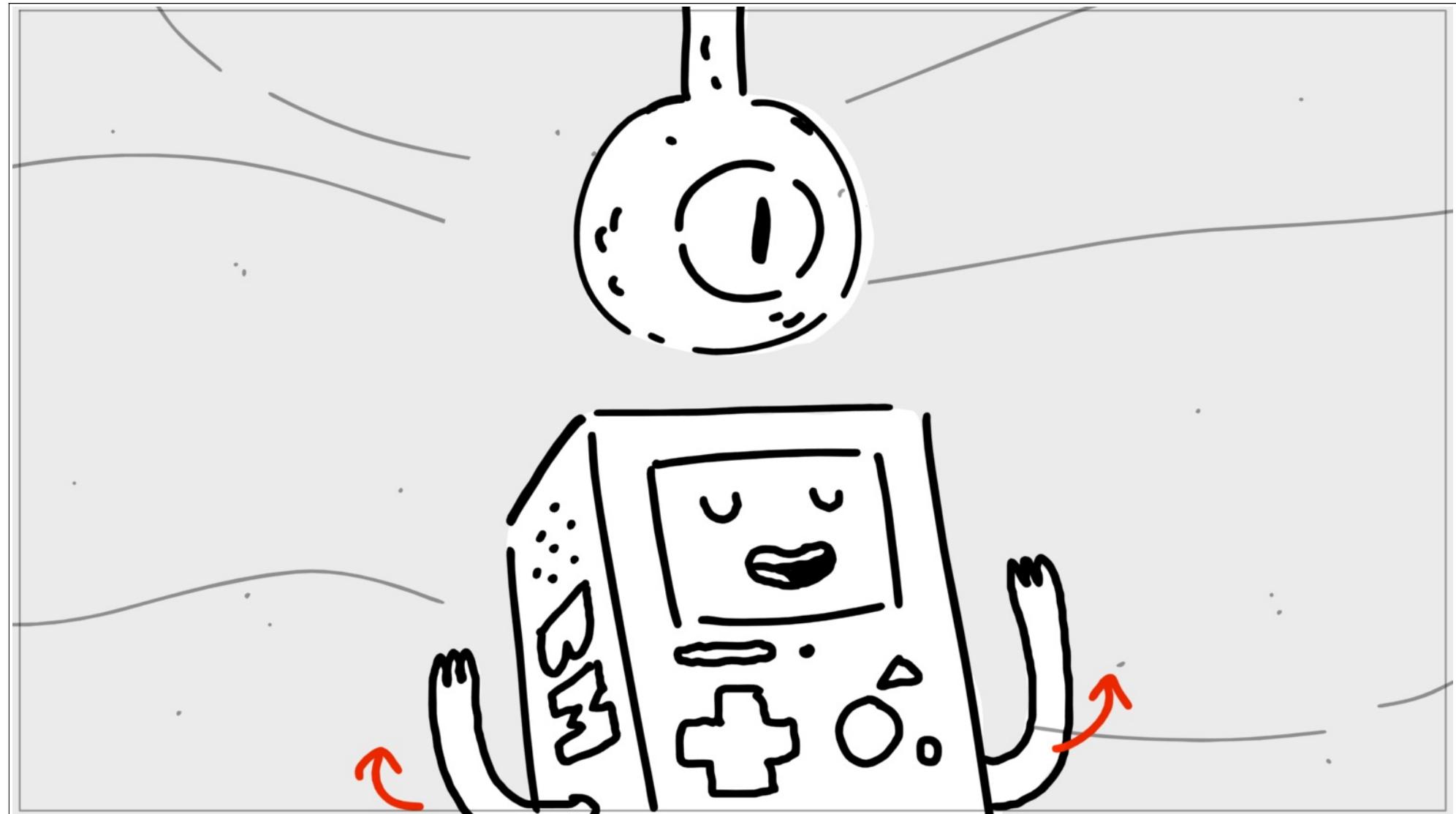
Scene	Duration	Panel	Duration
8	08:00	1	01:00



Dialog

BMO: Oh!

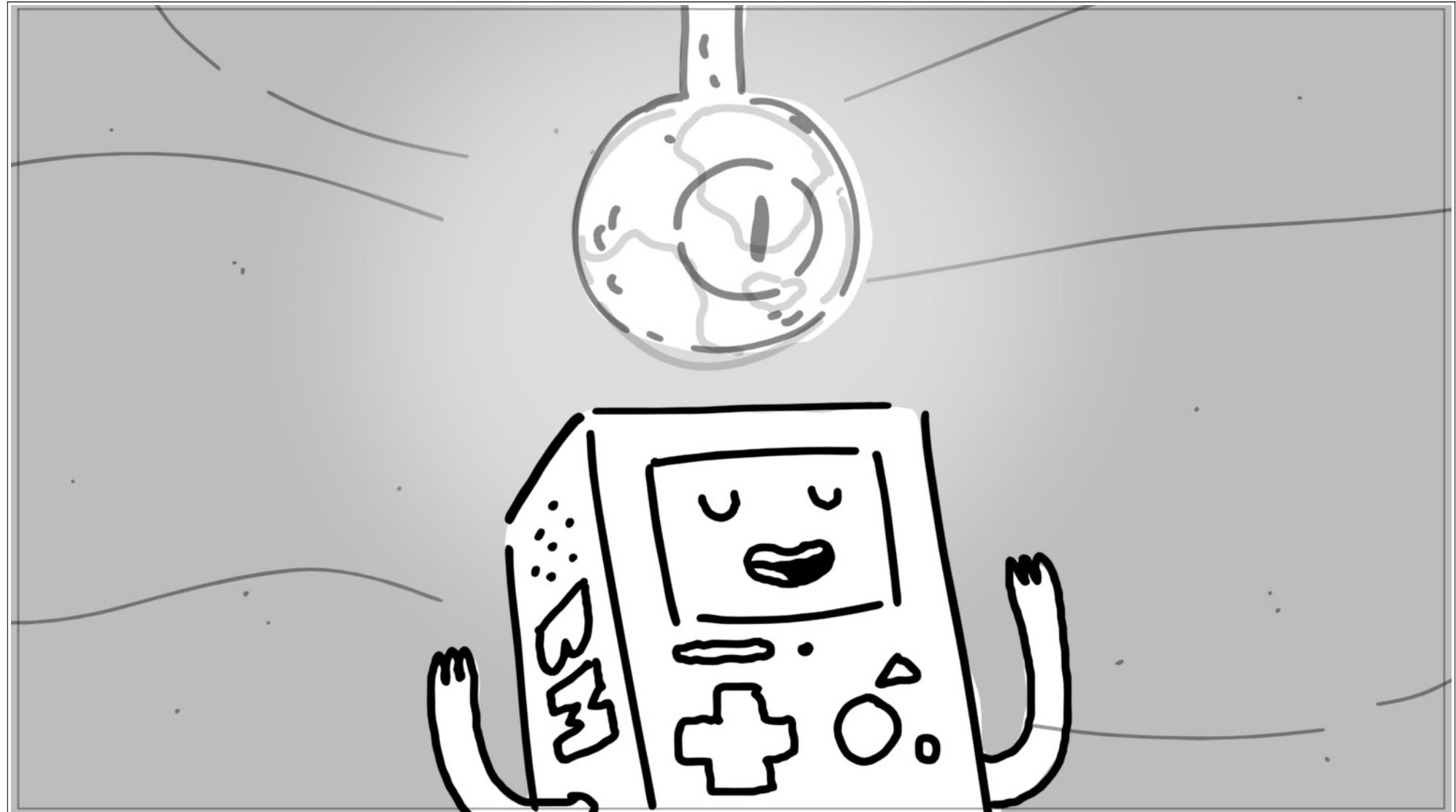
Scene	Duration	Panel	Duration
8	08:00	2	01:00



Dialog

BMO: it is far from here... a little blue and green planet called...

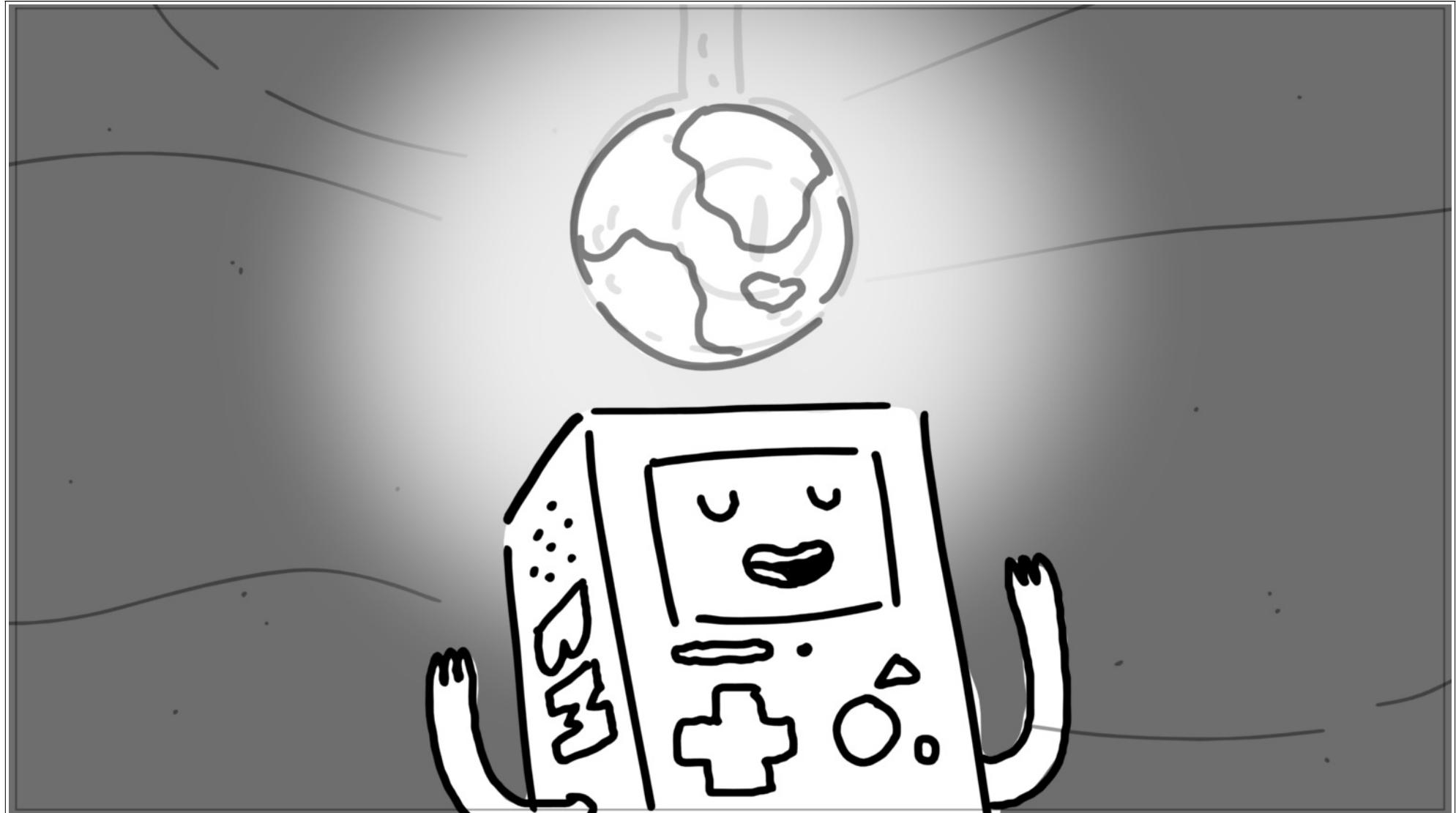
Scene	Duration	Panel	Duration
8	08:00	3	01:00



Dialog

BMO: it is far from here... a little blue and green planet called...

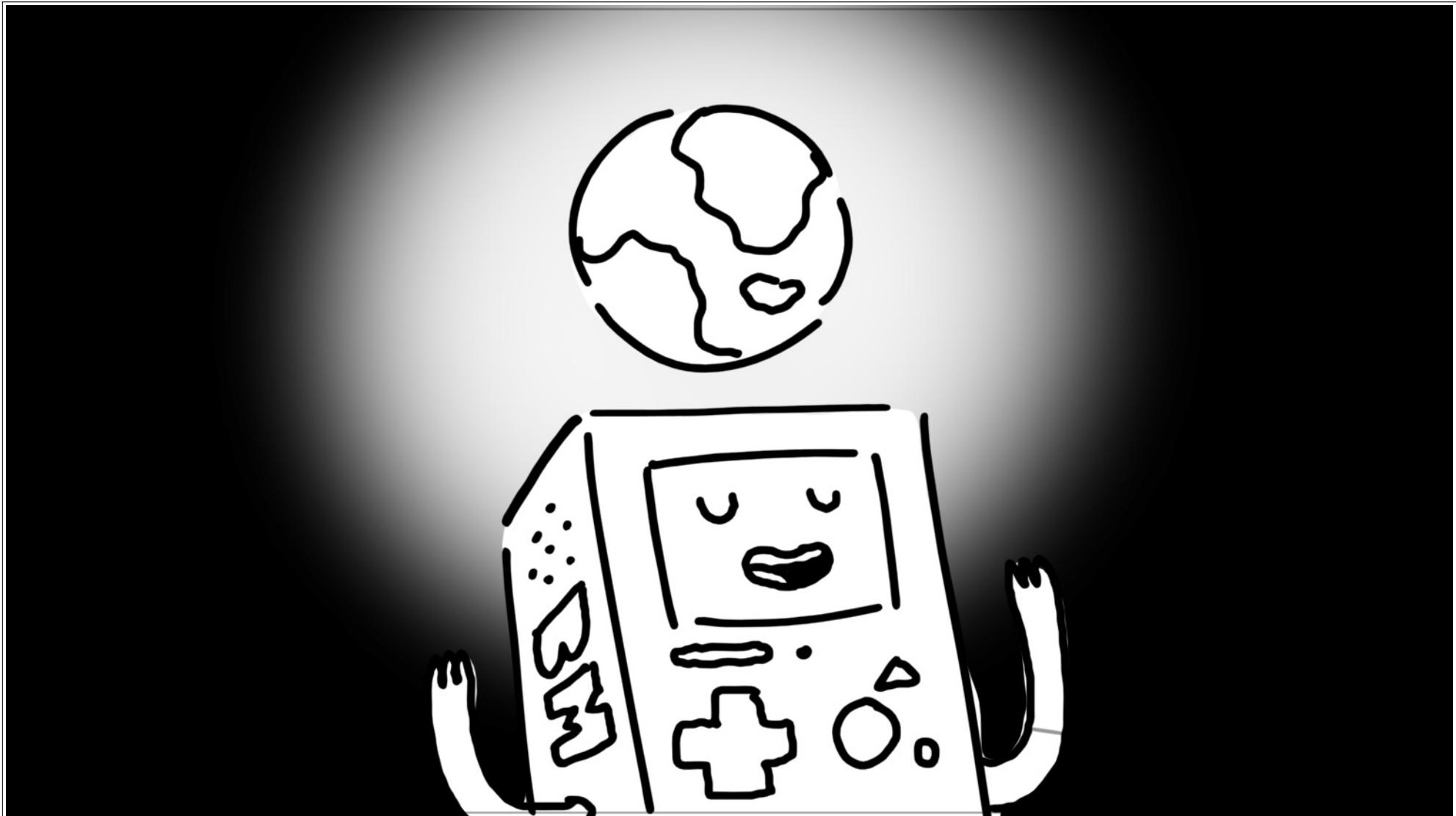
Scene	Duration	Panel	Duration
8	08:00	4	01:00



Dialog

BMO: it is far from here... a little blue and green planet called...

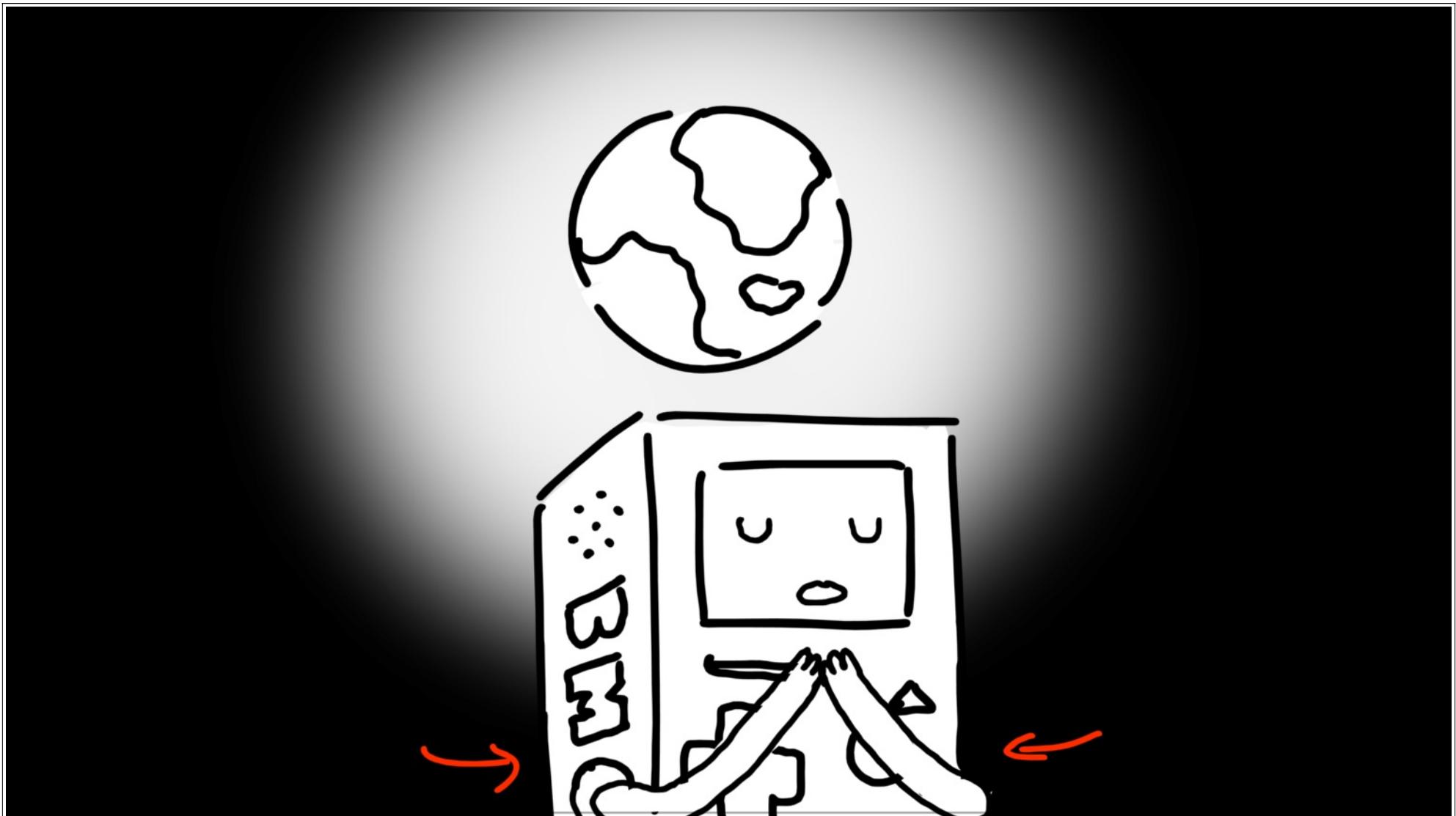
Scene	Duration	Panel	Duration
8	08:00	5	01:00



Dialog

BMO: it is far from here... a little blue and green planet called...

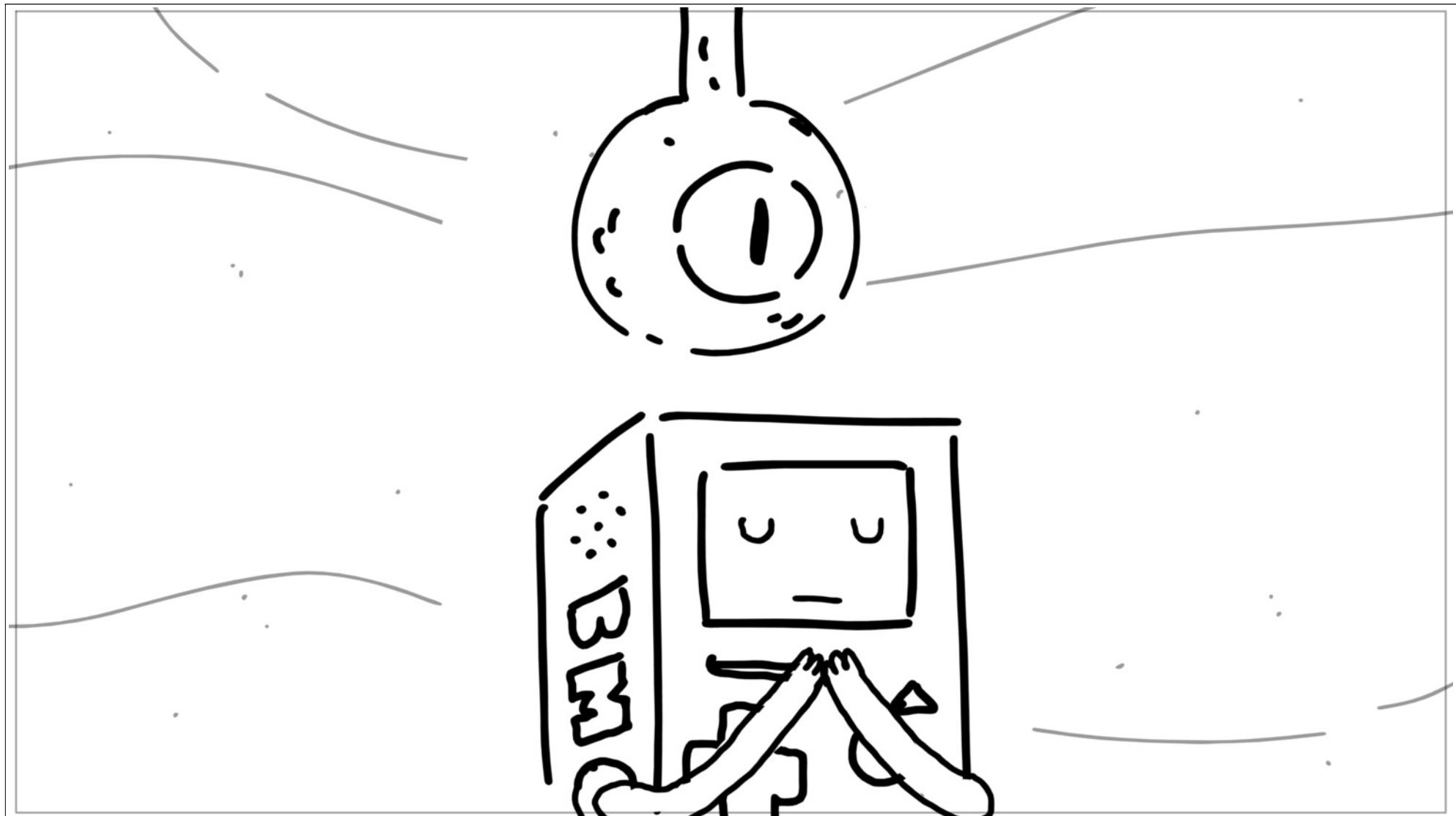
Scene	Duration	Panel	Duration
8	08:00	6	01:00



Dialog

BMO: ... "BMO World".

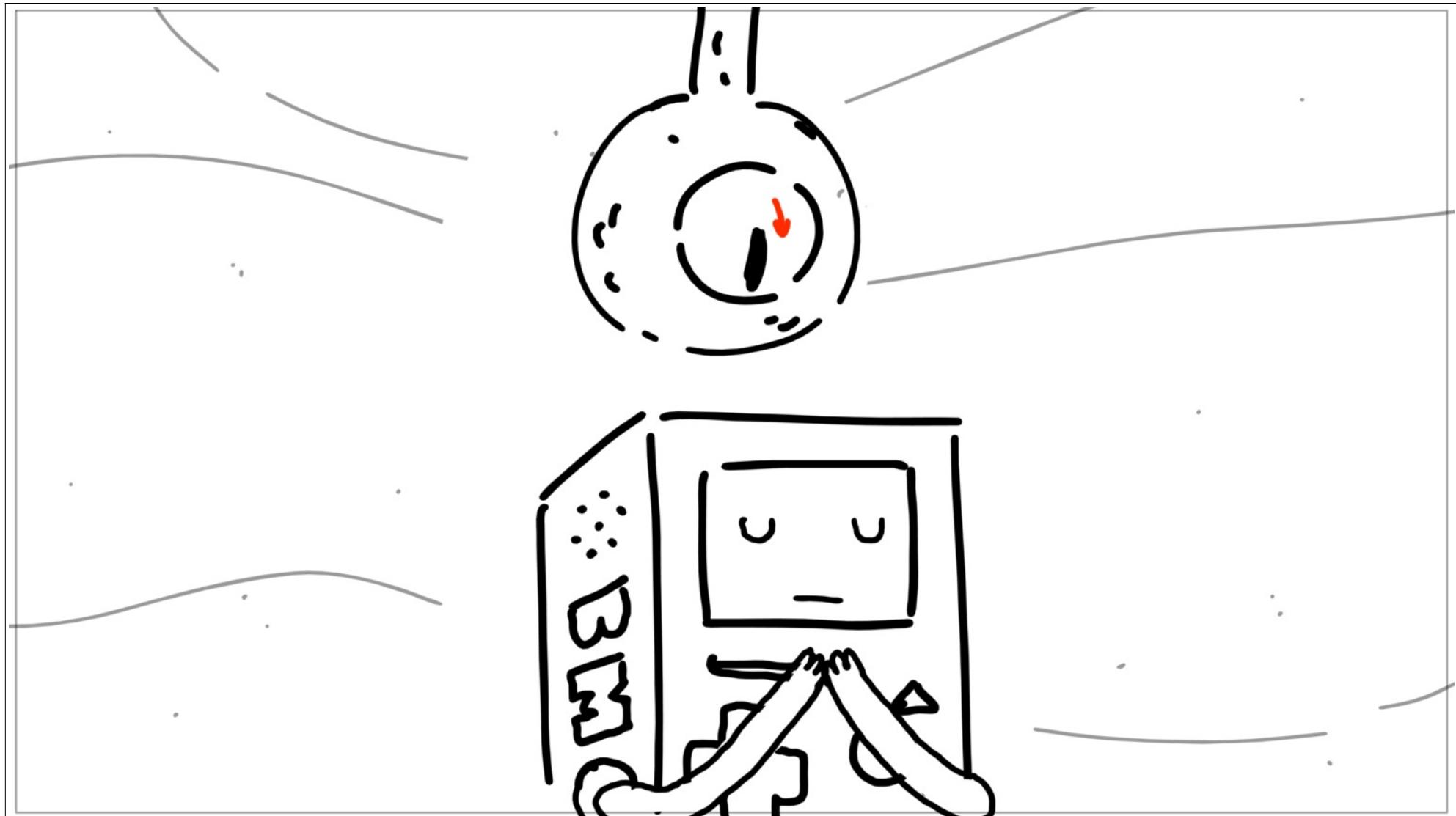
Scene	Duration	Panel	Duration
8	08:00	7	01:00



Action Notes

Olive & normal background pops back into view

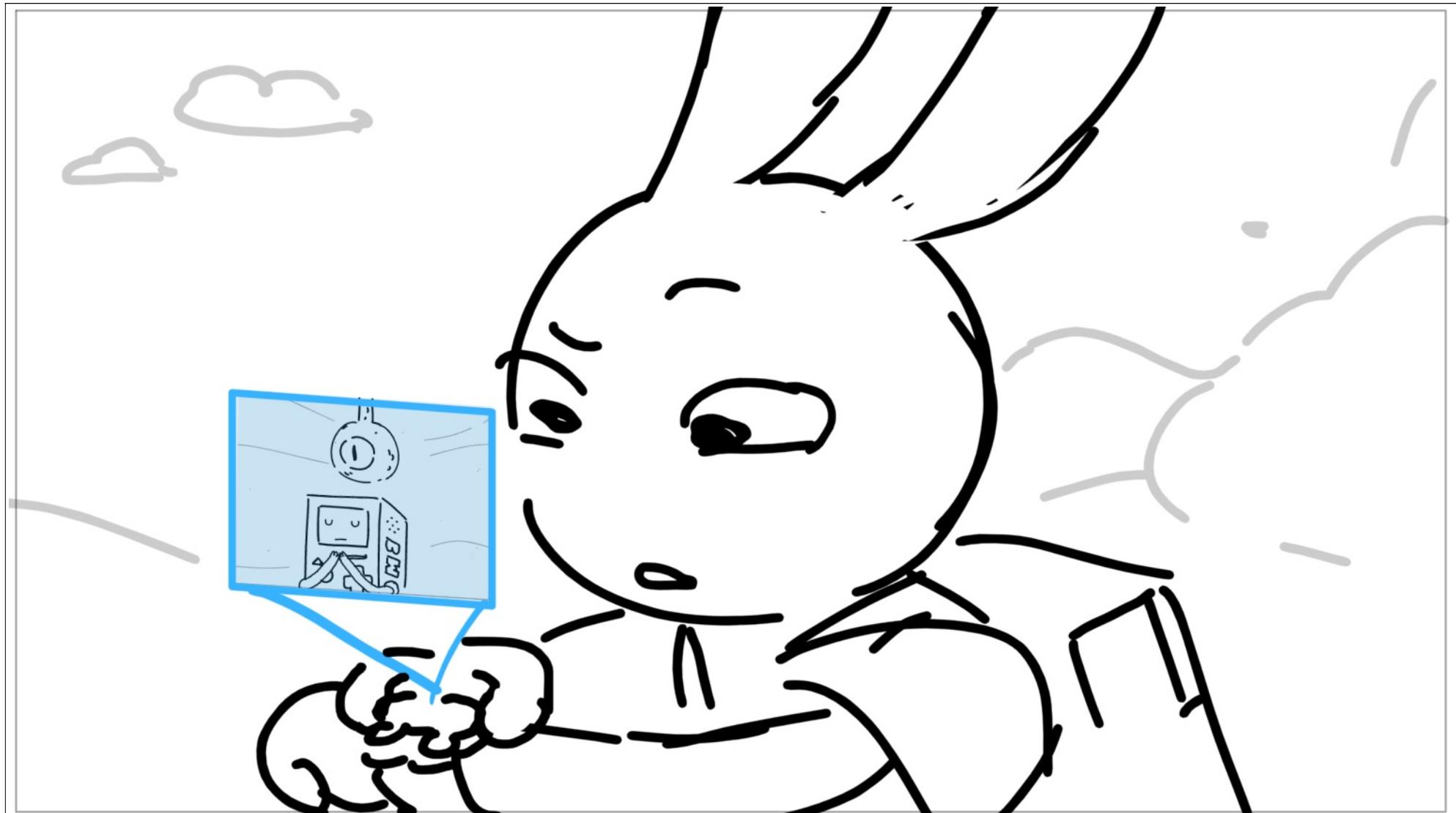
Scene	Duration	Panel	Duration
8	08:00	8	01:00



Action Notes

Olive looks down

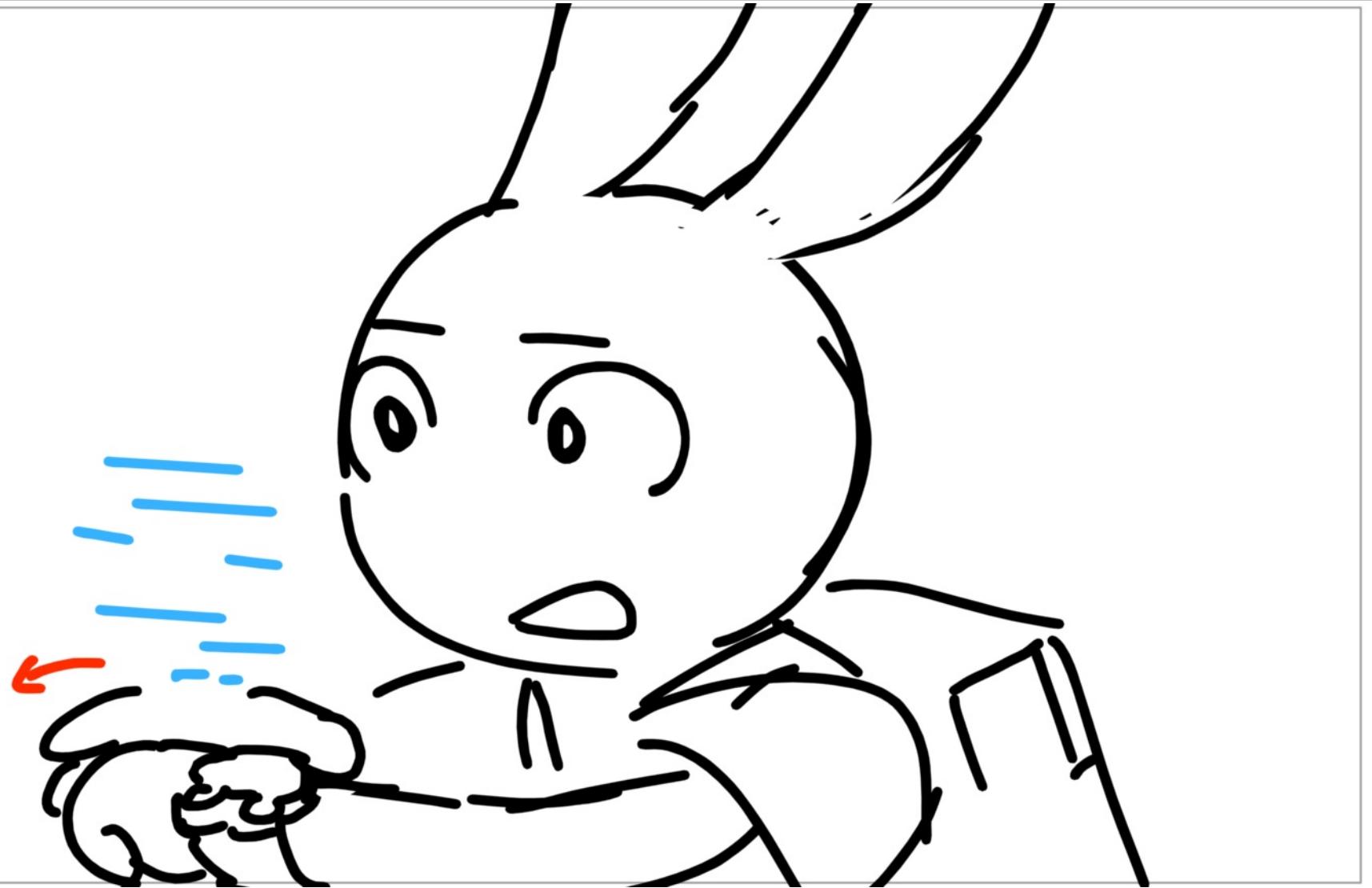
Scene	Duration	Panel	Duration
9	04:00	1	01:00



Dialog

Y5: rrrrrrrright.

Scene	Duration	Panel	Duration
9	04:00	2	01:00



Dialog

Y5: rrrrrrrright.

Scene	Duration	Panel	Duration
9	04:00	3	01:00



Dialog

Y5: what I don't get is why this droid brought you here.

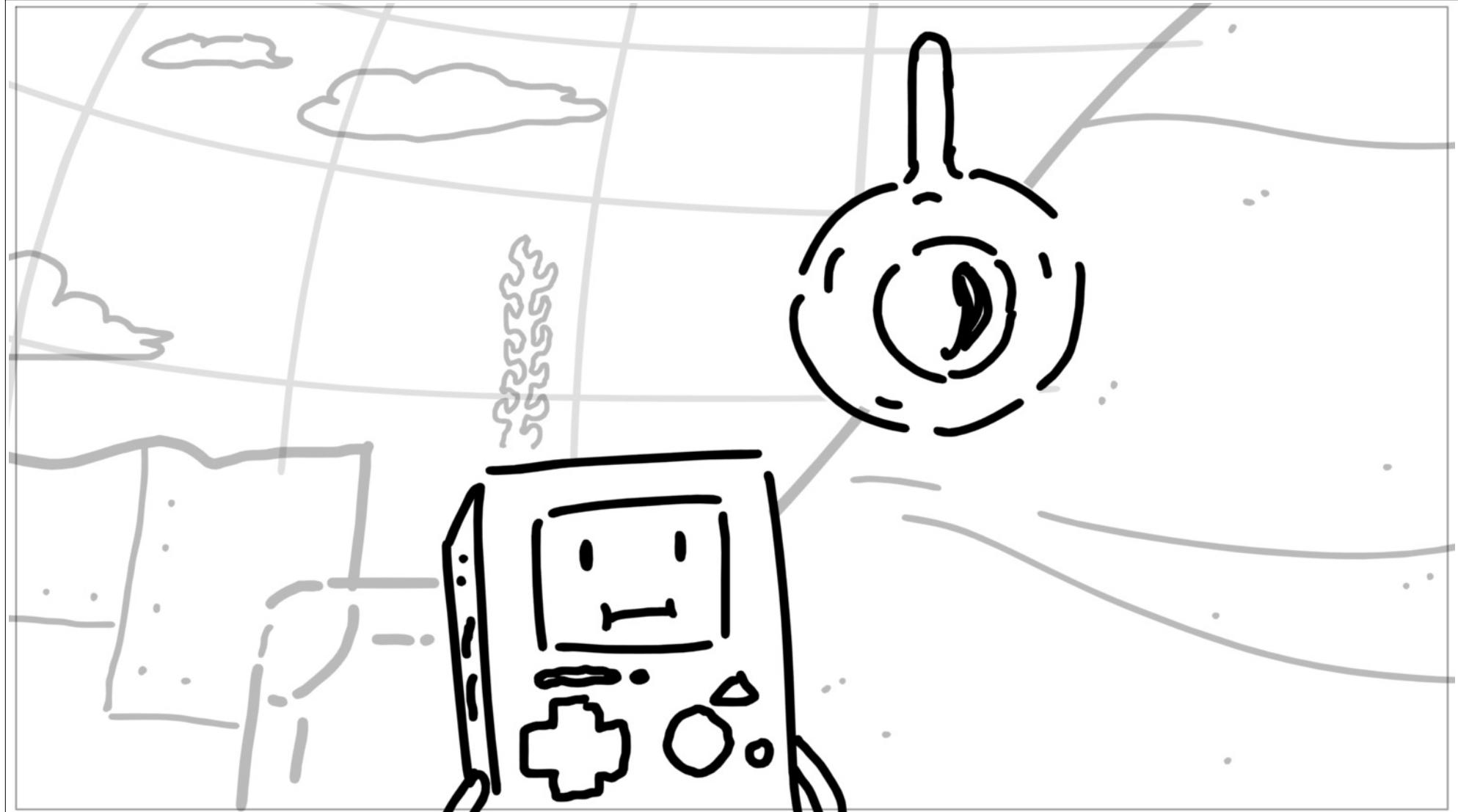
Scene	Duration	Panel	Duration
9	04:00	4	01:00



Dialog

Y5: what I don't get is why this droid brought you here.

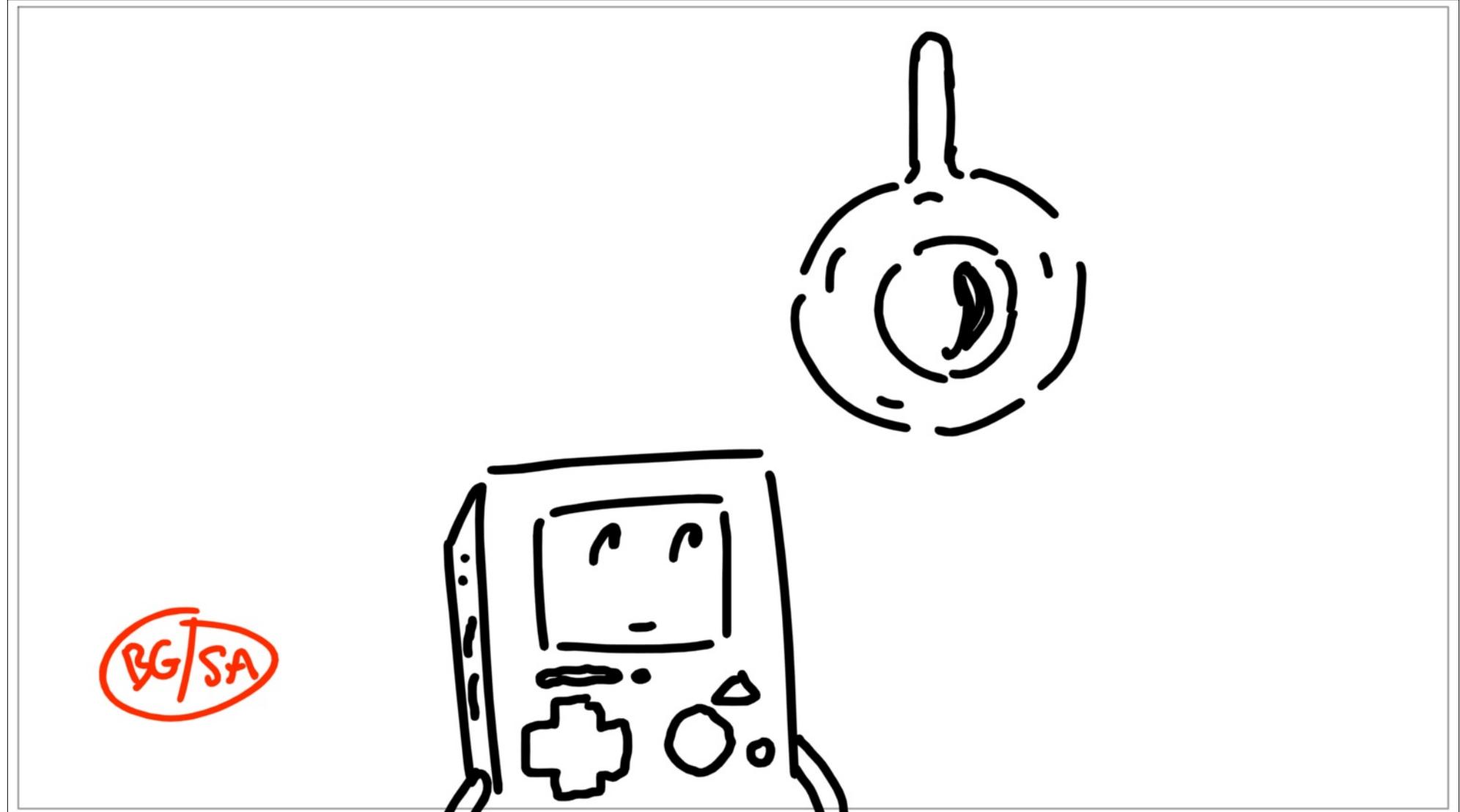
Scene	Duration	Panel	Duration
10	03:00	1	01:00



Dialog

Y5: (os) it's just sorta following you around.

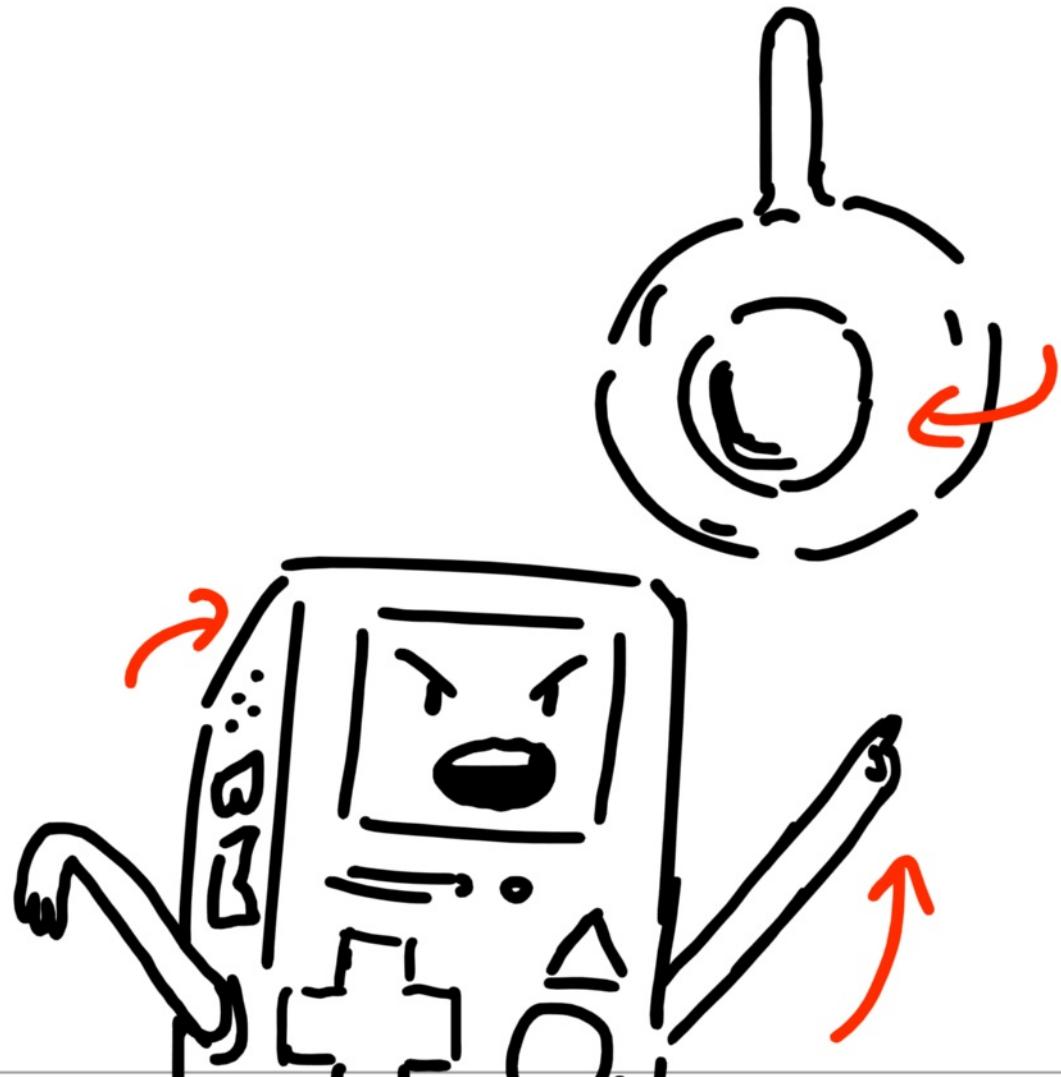
Scene	Duration	Panel	Duration
10	03:00	2	01:00



Dialog

Y5: maybe it's...malfunctioning

Scene	Duration	Panel	Duration
10	03:00	3	01:00



Dialog

BMO: Hey watch your mouth!

Scene	Duration	Panel	Duration
11	01:22	1	00:23



Dialog

BMO: (os) olive is her own woman, and does not listen to anyone!

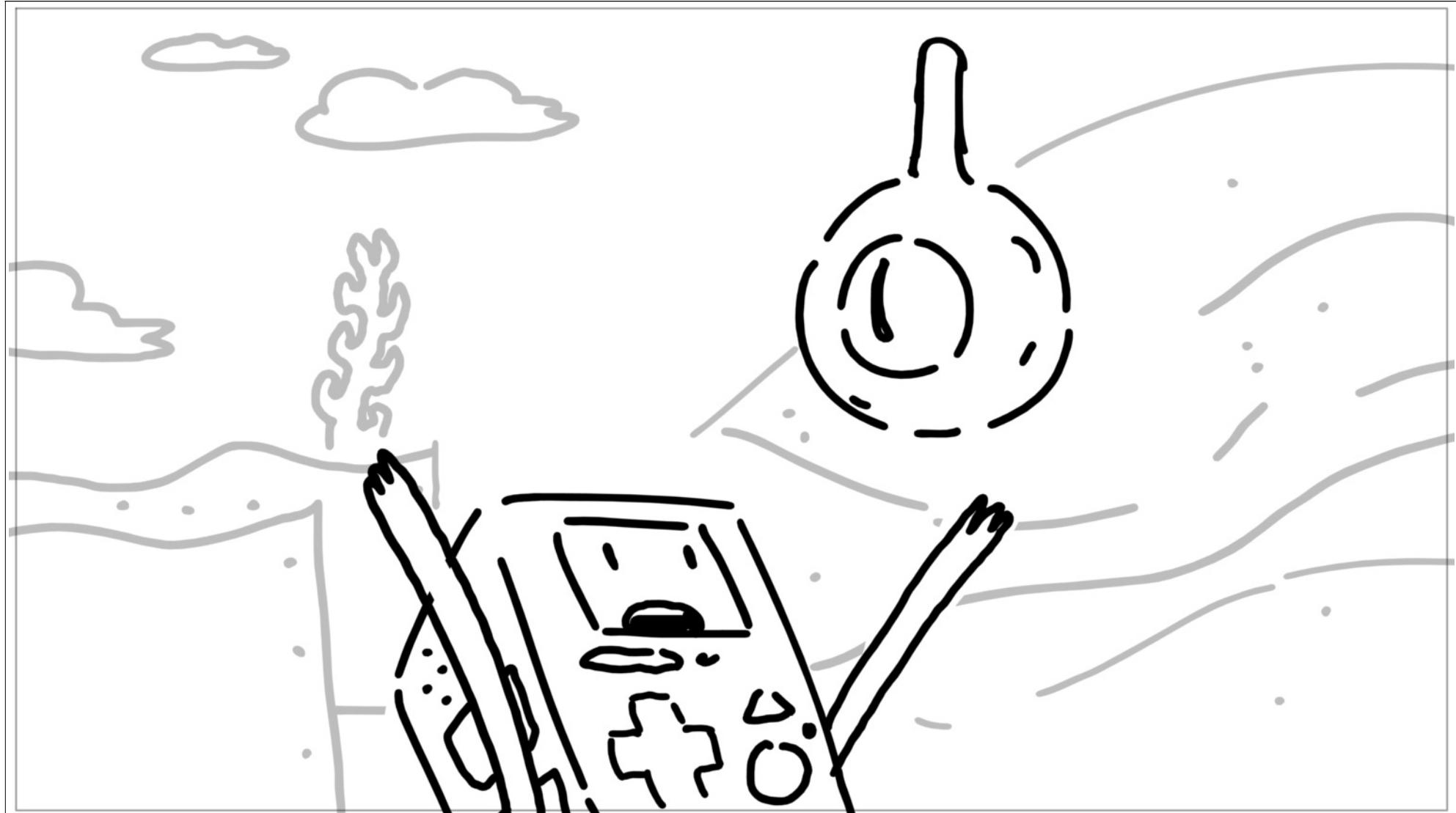
Scene	Duration	Panel	Duration
11	01:22	2	00:23



Dialog

BMO: (os) olive is her own woman, and does not listen to anyone!

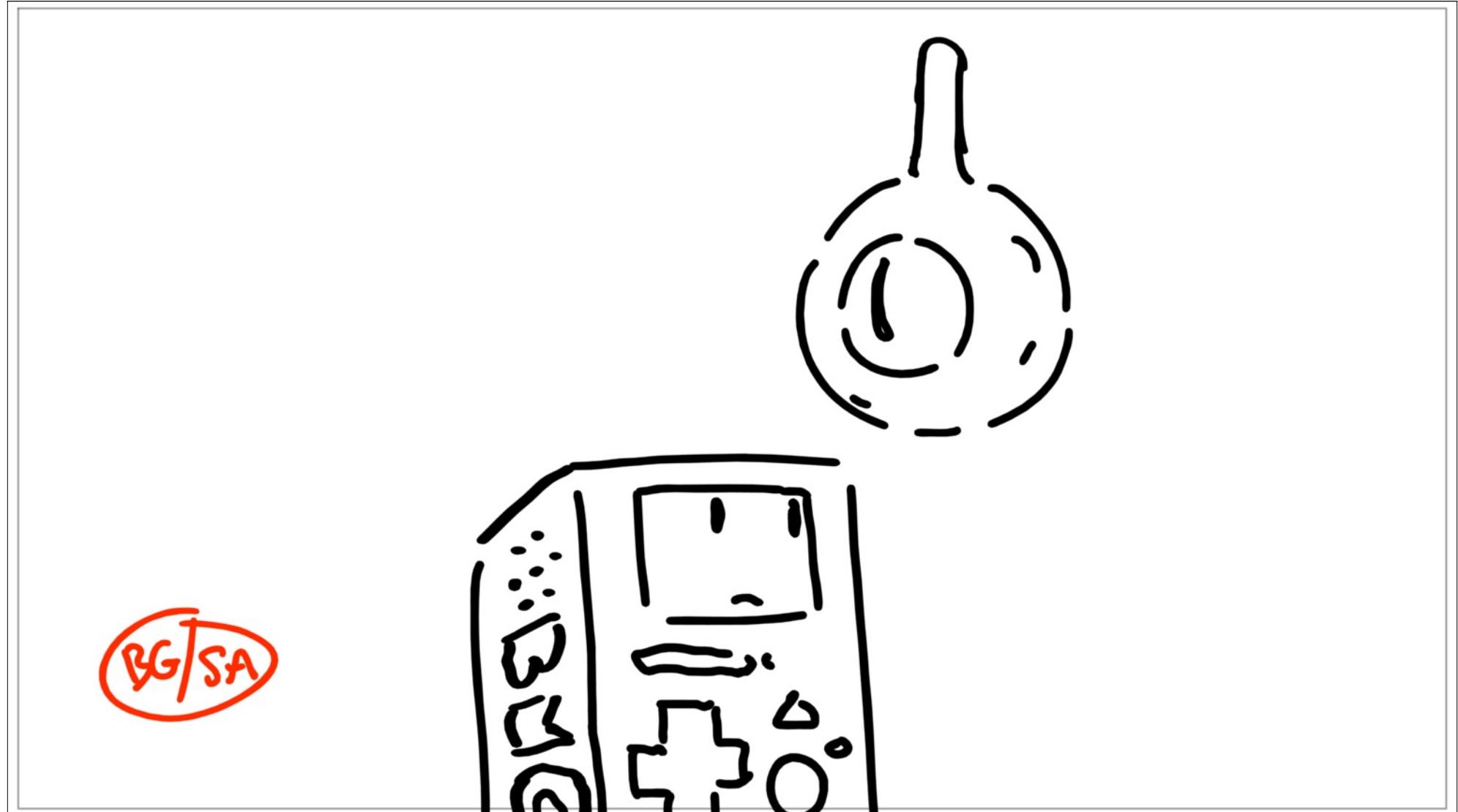
Scene	Duration	Panel	Duration
12	03:00	1	01:00



Dialog

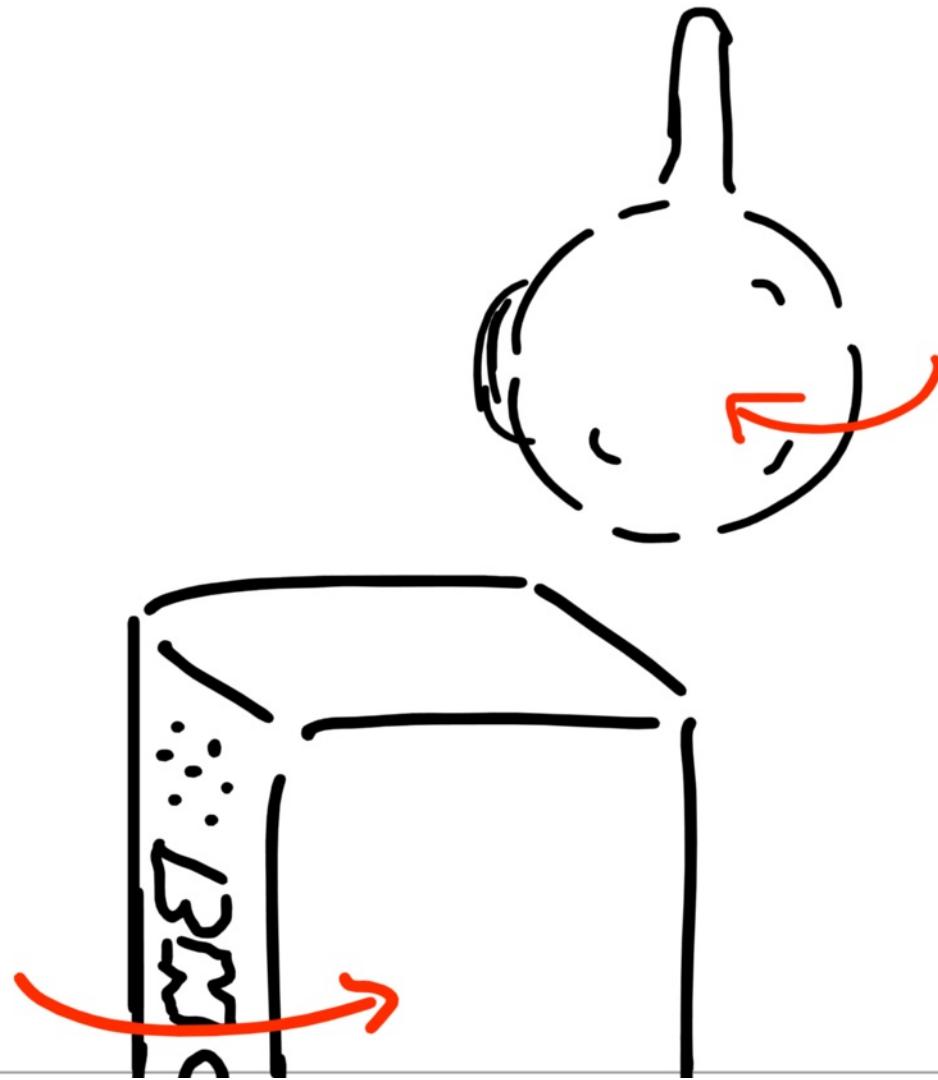
BMO: she's bursting with personality!

Scene	Duration	Panel	Duration
12	03:00	2	01:00



Dialog
long beat

Scene	Duration	Panel	Duration
12	03:00	3	01:00



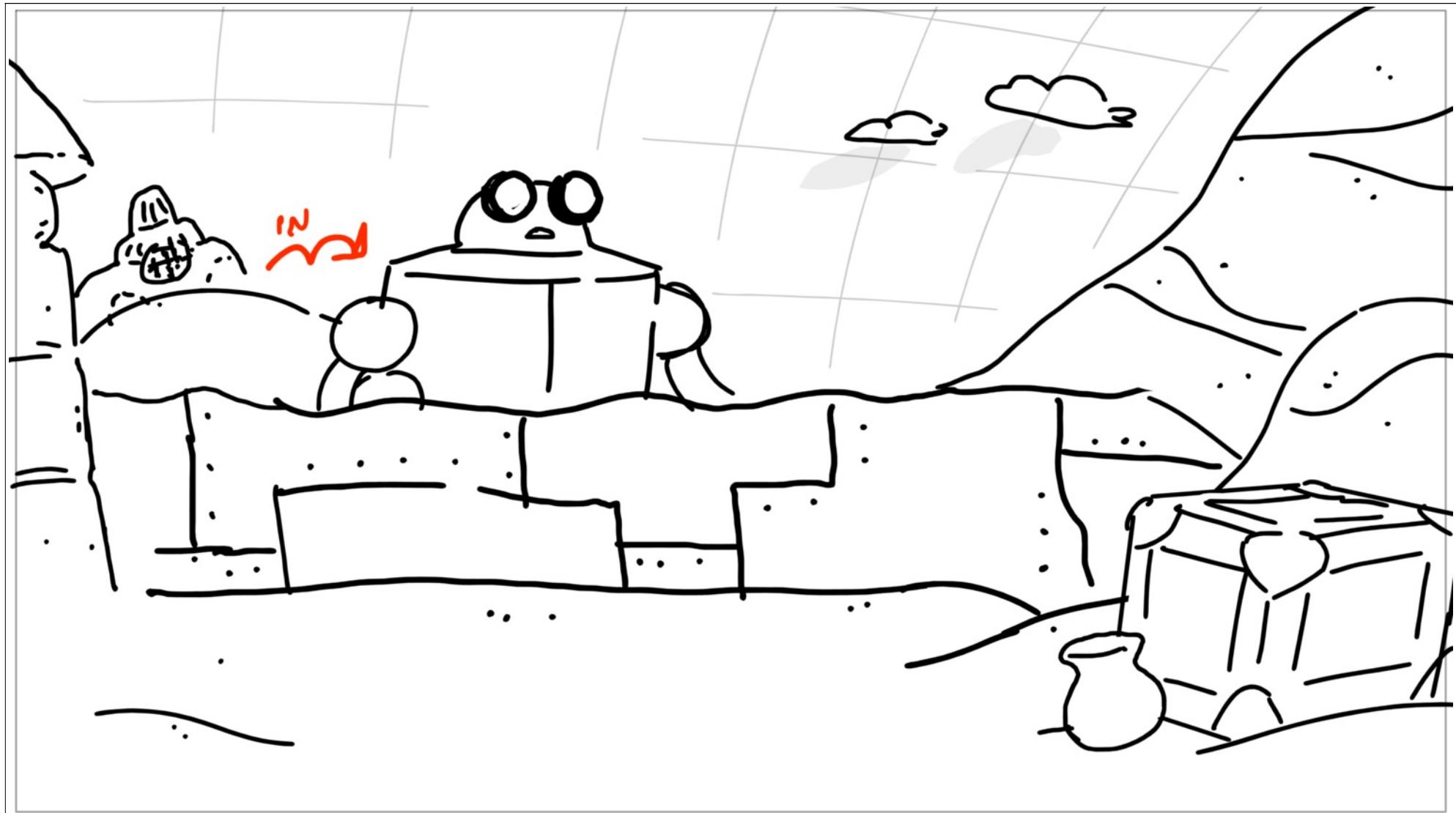
Dialog

sfx: footsteps approaching, Cole grumbling

Scene	Duration	Panel	Duration
13	08:21	1	01:00



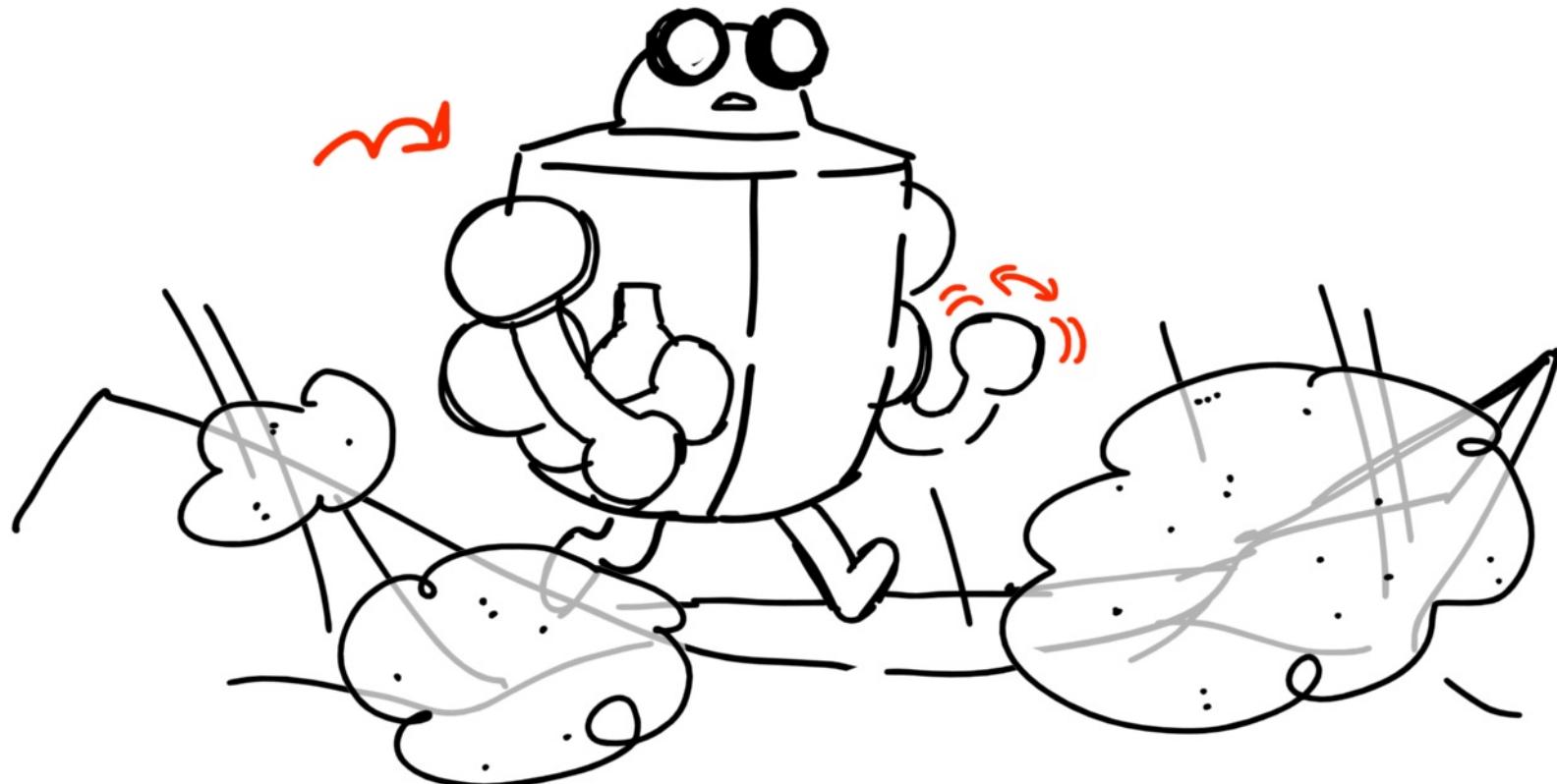
Scene	Duration	Panel	Duration
13	08:21	2	01:00



Dialog

Cole: sorry to drop in on you like this.

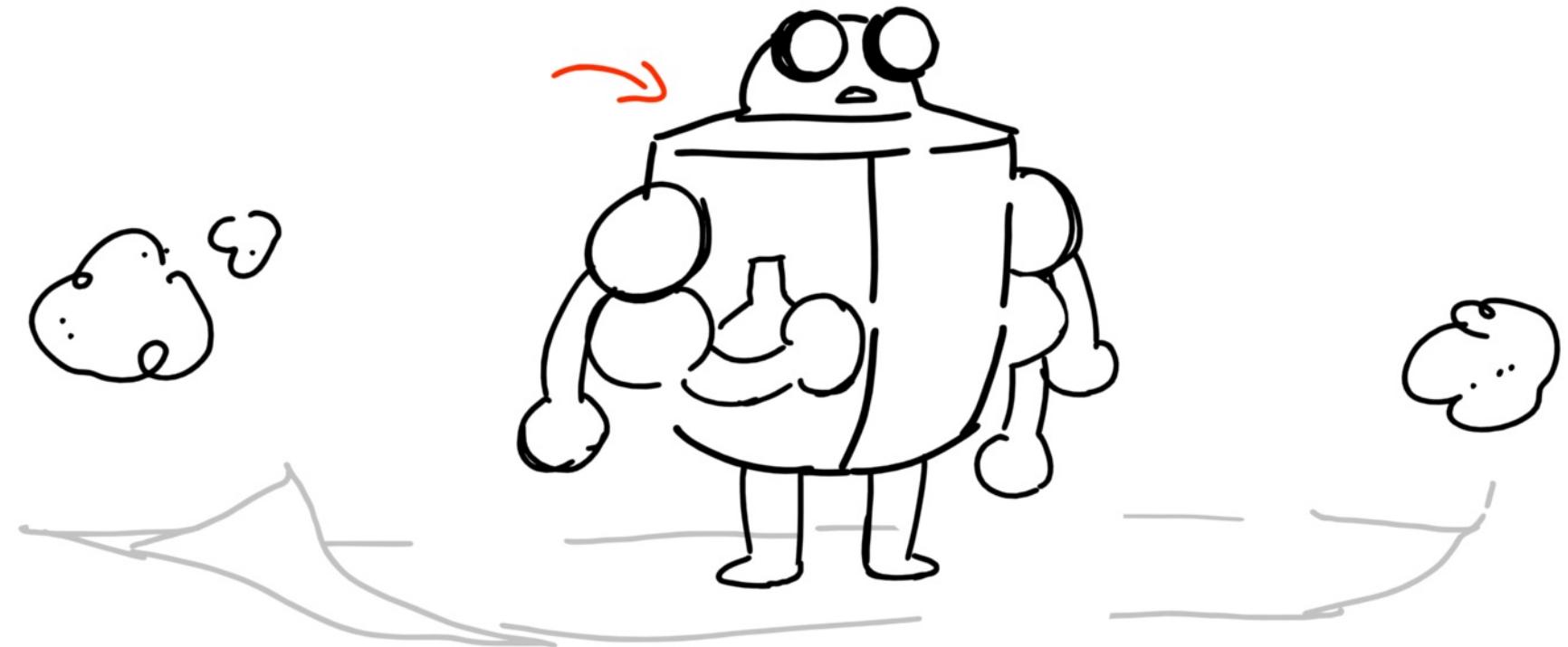
Scene	Duration	Panel	Duration
13	08:21	3	01:00



Dialog

Cole: sorry to drop in on you like this.

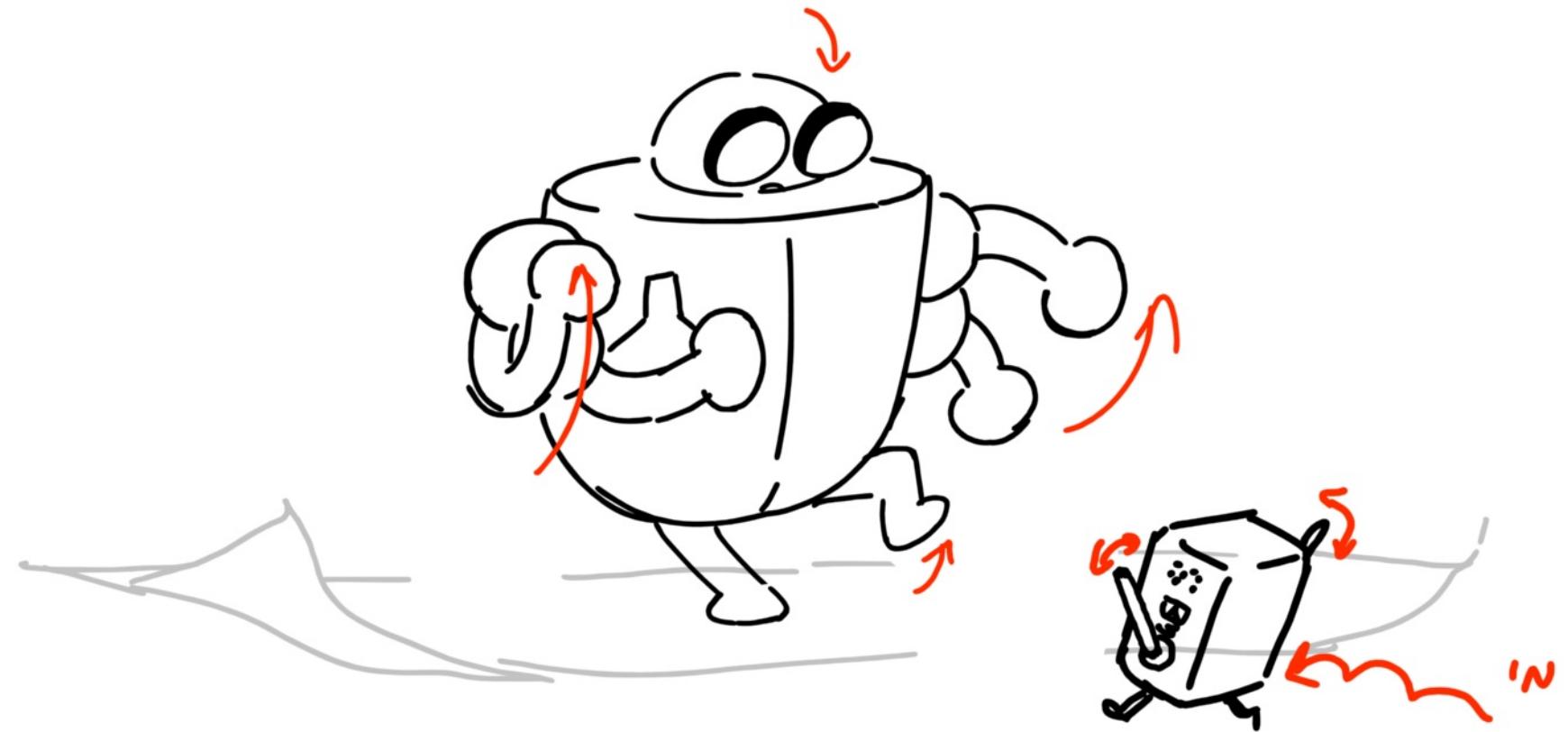
Scene	Duration	Panel	Duration
13	08:21	4	00:23



Dialog

Cole: sorry to drop in on you like this.

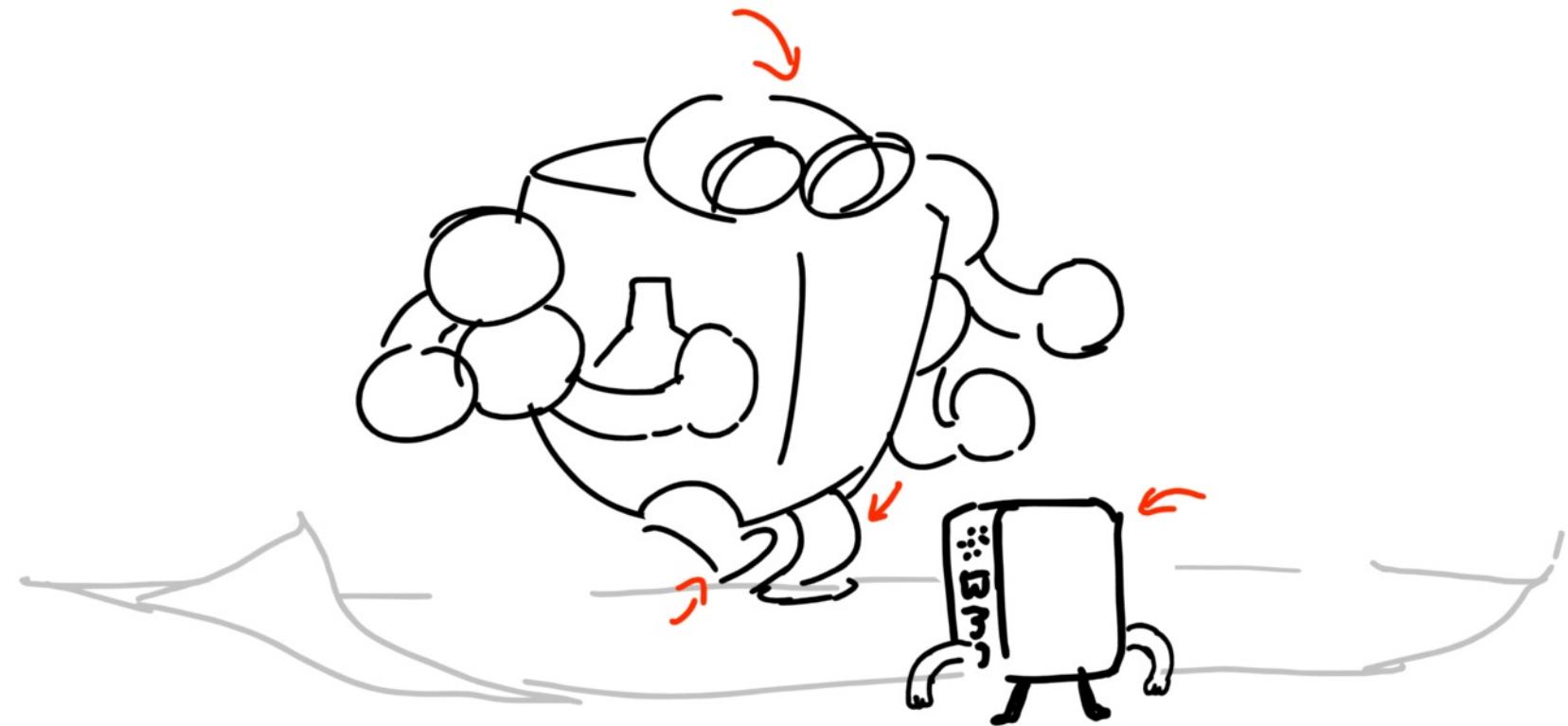
Scene	Duration	Panel	Duration
13	08:21	5	01:00



Dialog

BMO: ahhh!! my office wall!?

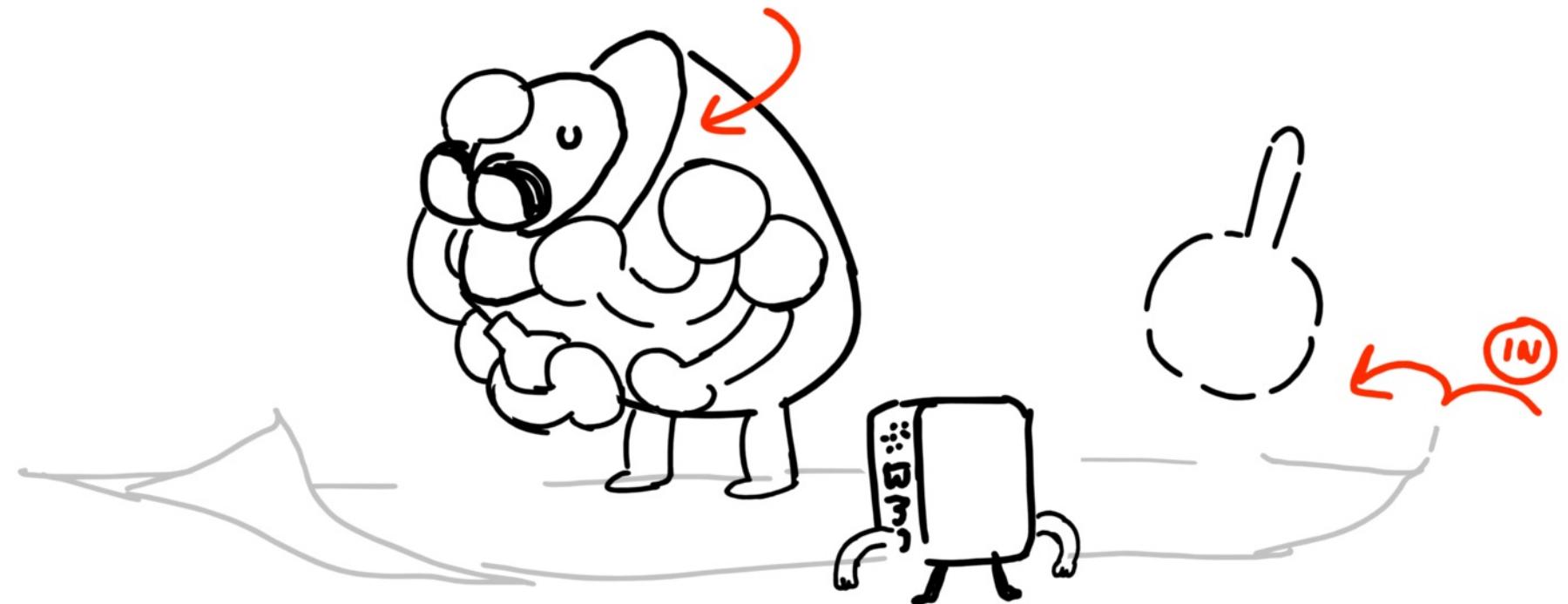
Scene	Duration	Panel	Duration
13	08:21	6	01:00



Dialog

BMO: Ahhh!! what are you doing to my office?!

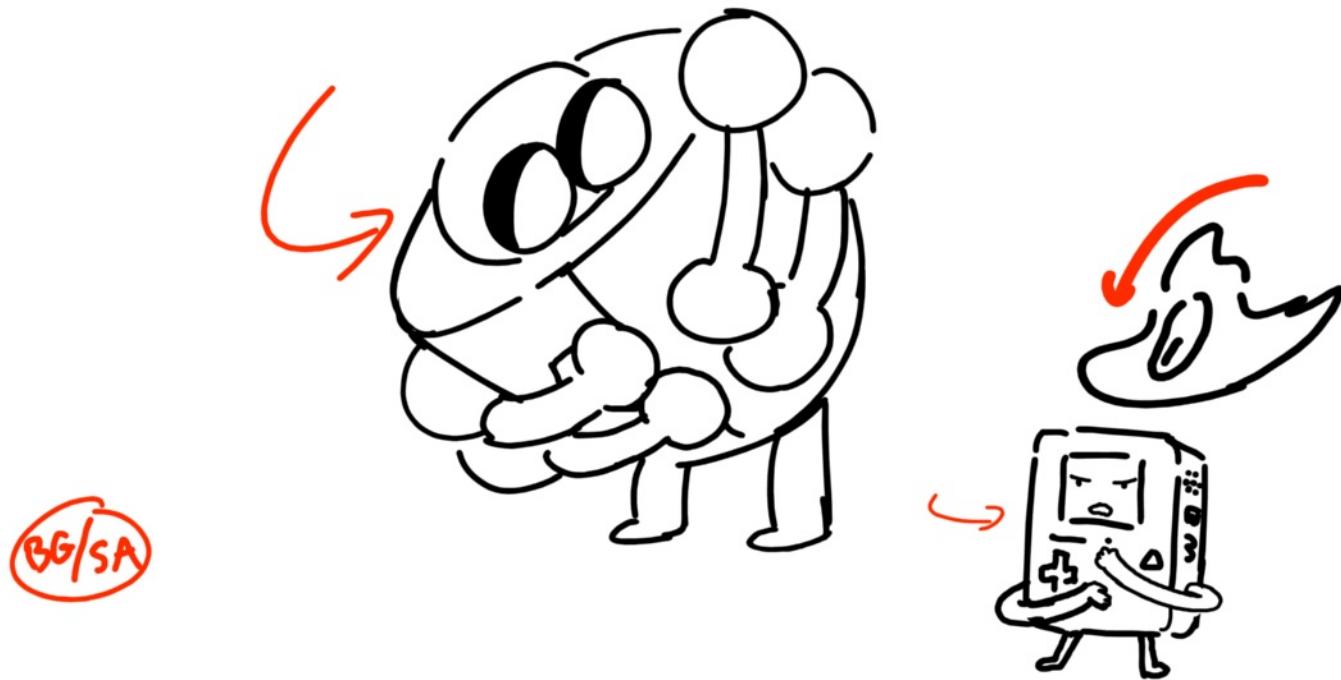
Scene	Duration	Panel	Duration
13	08:21	7	01:00



Dialog

cole: (bashful) oh, pardon me!

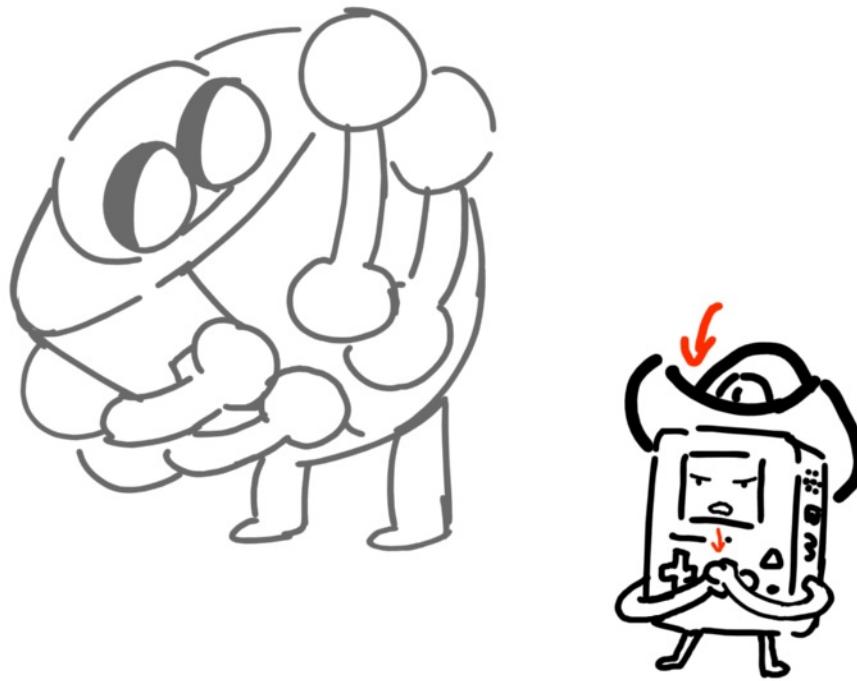
Scene	Duration	Panel	Duration
13	08:21	8	00:23



Dialog

BMO: yes, I do pardon you--

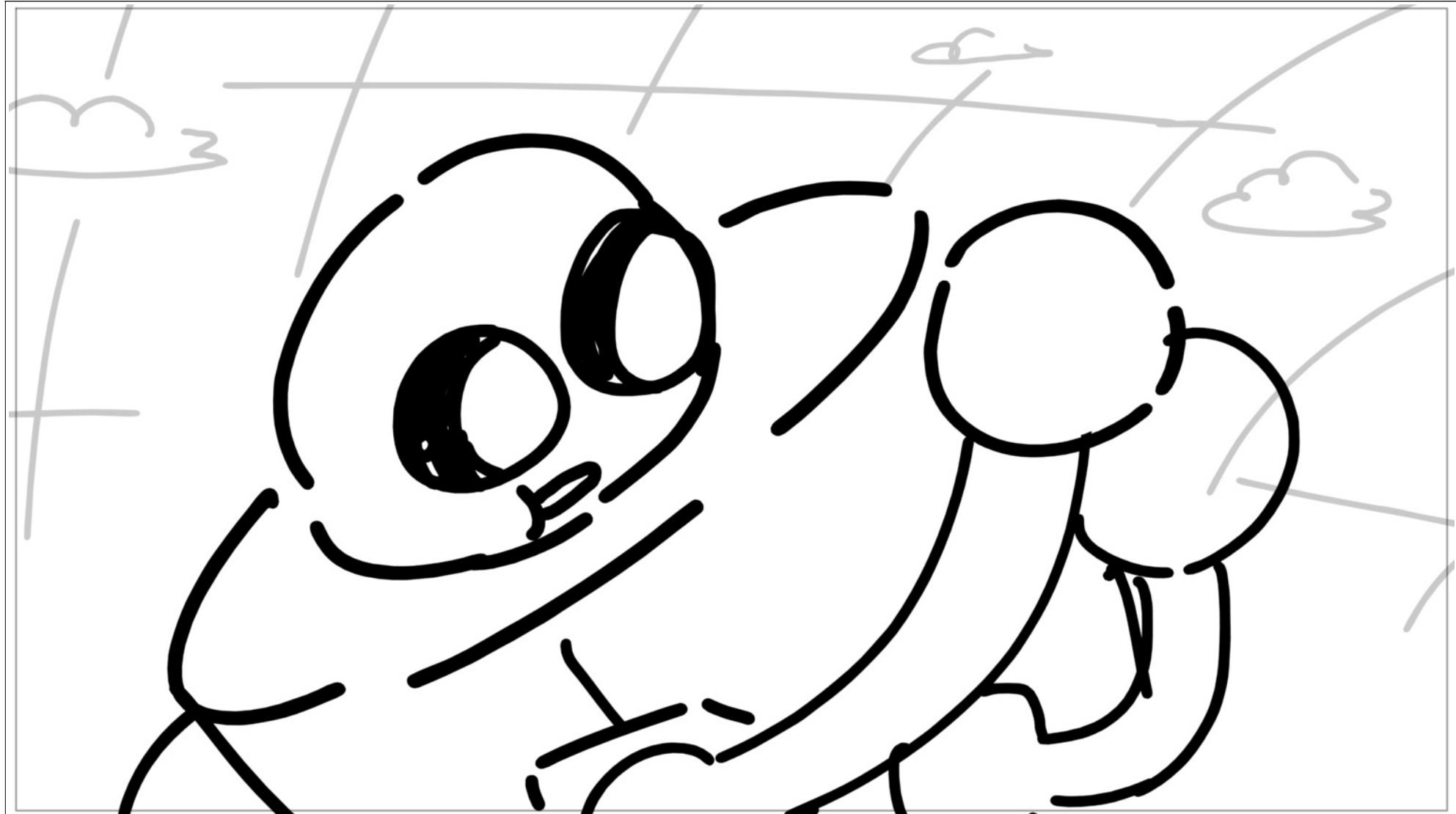
Scene	Duration	Panel	Duration
13	08:21	9	00:23



Dialog

BMO: you've exposed a weakness in my defenses

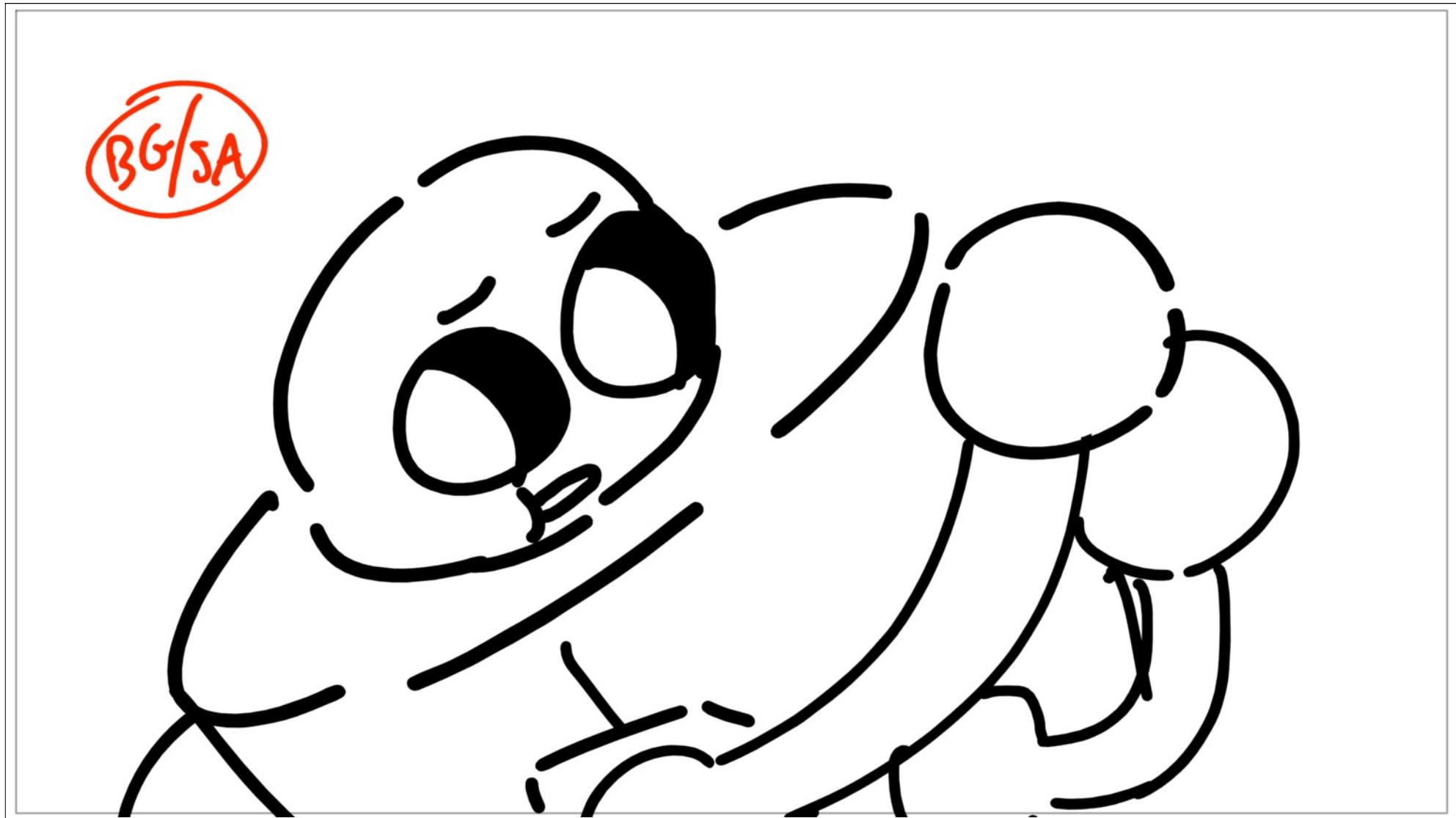
Scene	Duration	Panel	Duration
14	04:23	1	01:00



Dialog

cole: oh.....

Scene	Duration	Panel	Duration
14	04:23	2	01:00



Dialog
cole: well--

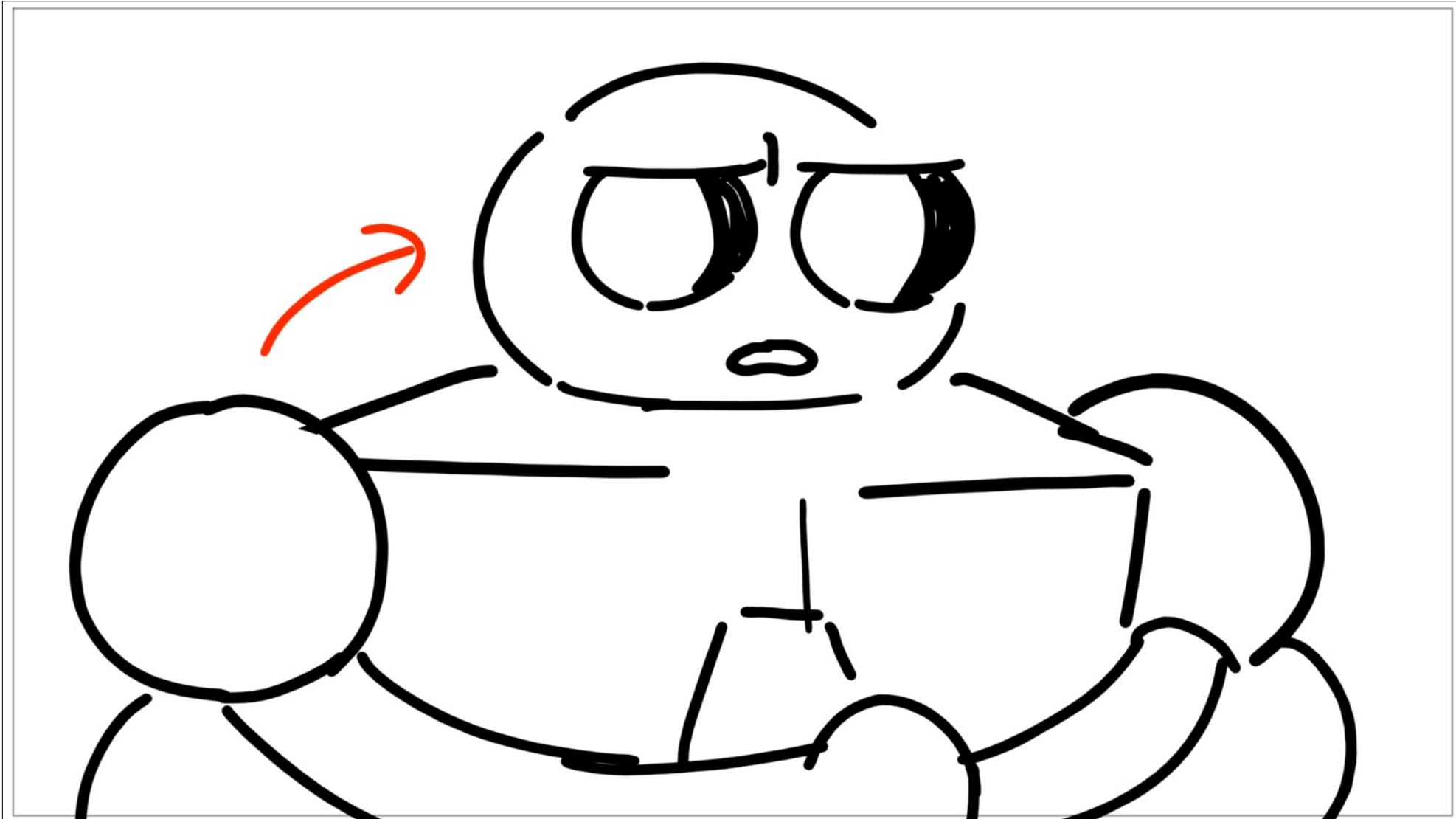
Scene	Duration	Panel	Duration
14	04:23	3	01:00



Dialog

cole: since you kinda saved us...

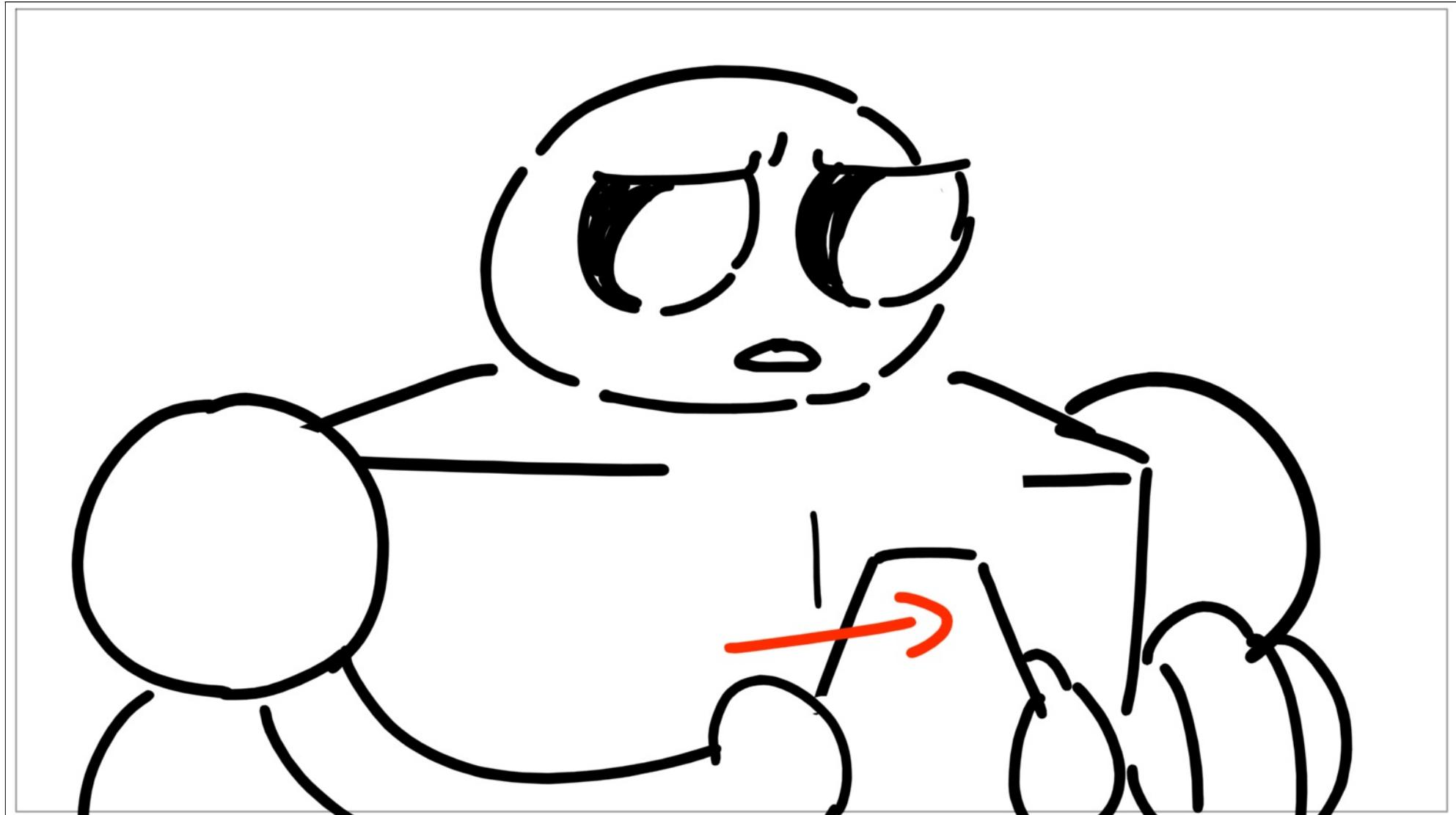
Scene	Duration	Panel	Duration
14	04:23	4	00:23



Dialog

cole: we thought we should uh.... get you a --

Scene	Duration	Panel	Duration
14	04:23	5	01:00



Dialog

cole: thing.....

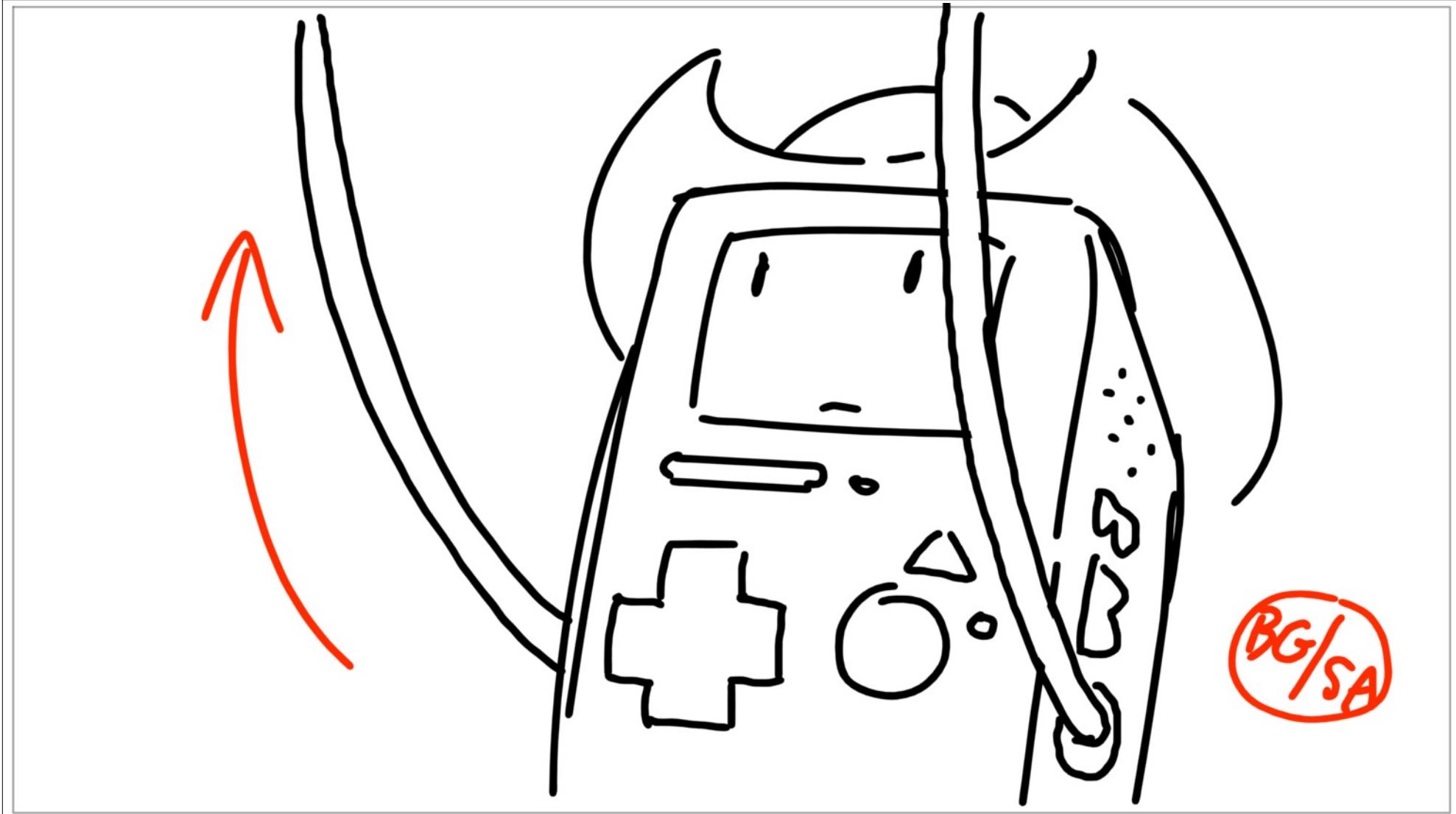
Scene	Duration	Panel	Duration
15	04:00	1	01:00



Dialog

BMO: a thing?

Scene	Duration	Panel	Duration
15	04:00	2	01:00



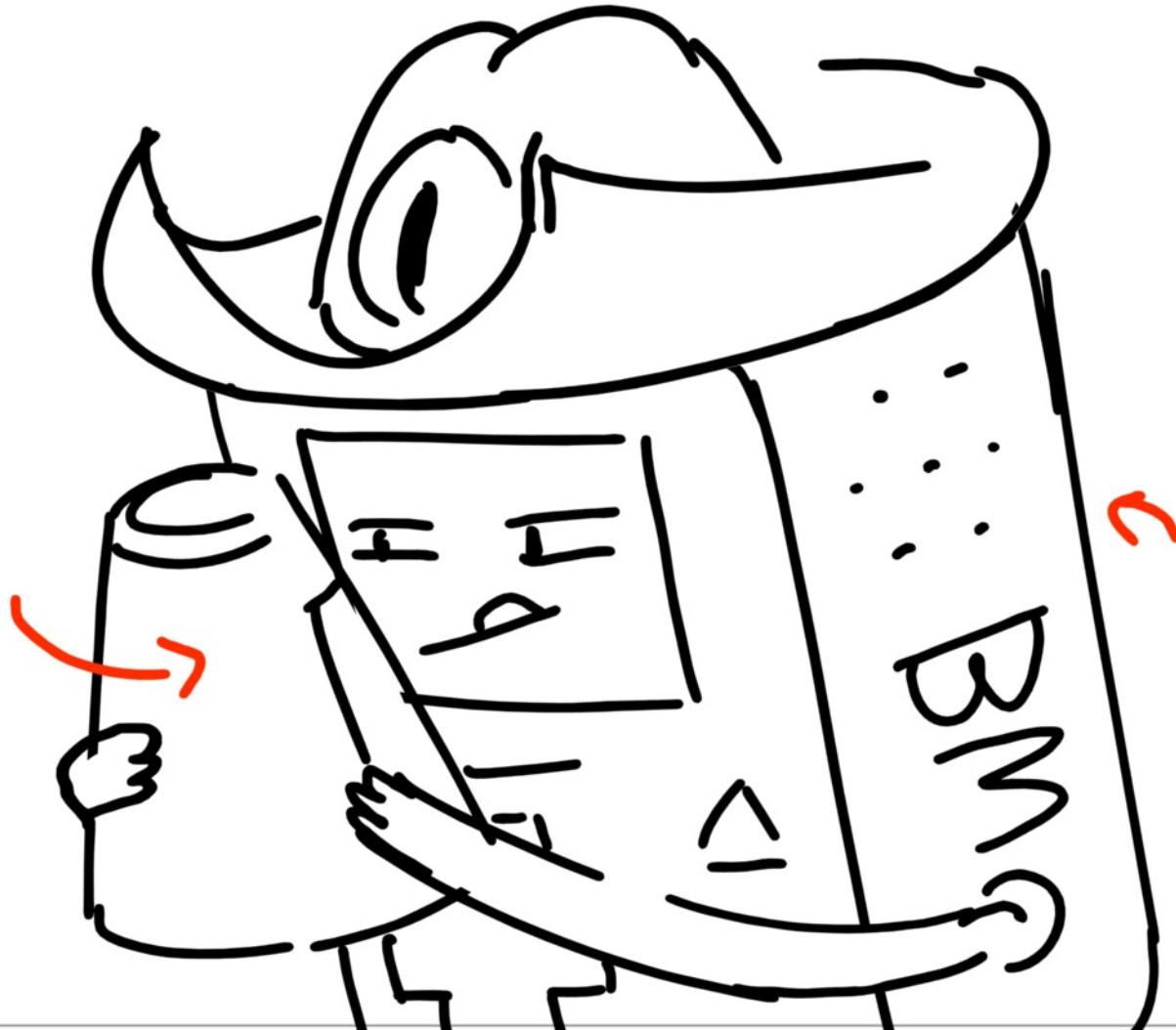
Action Notes

BMO takes it and examines the label

Scene	Duration	Panel	Duration
15	04:00	3	01:00



Scene	Duration	Panel	Duration
15	04:00	4	01:00



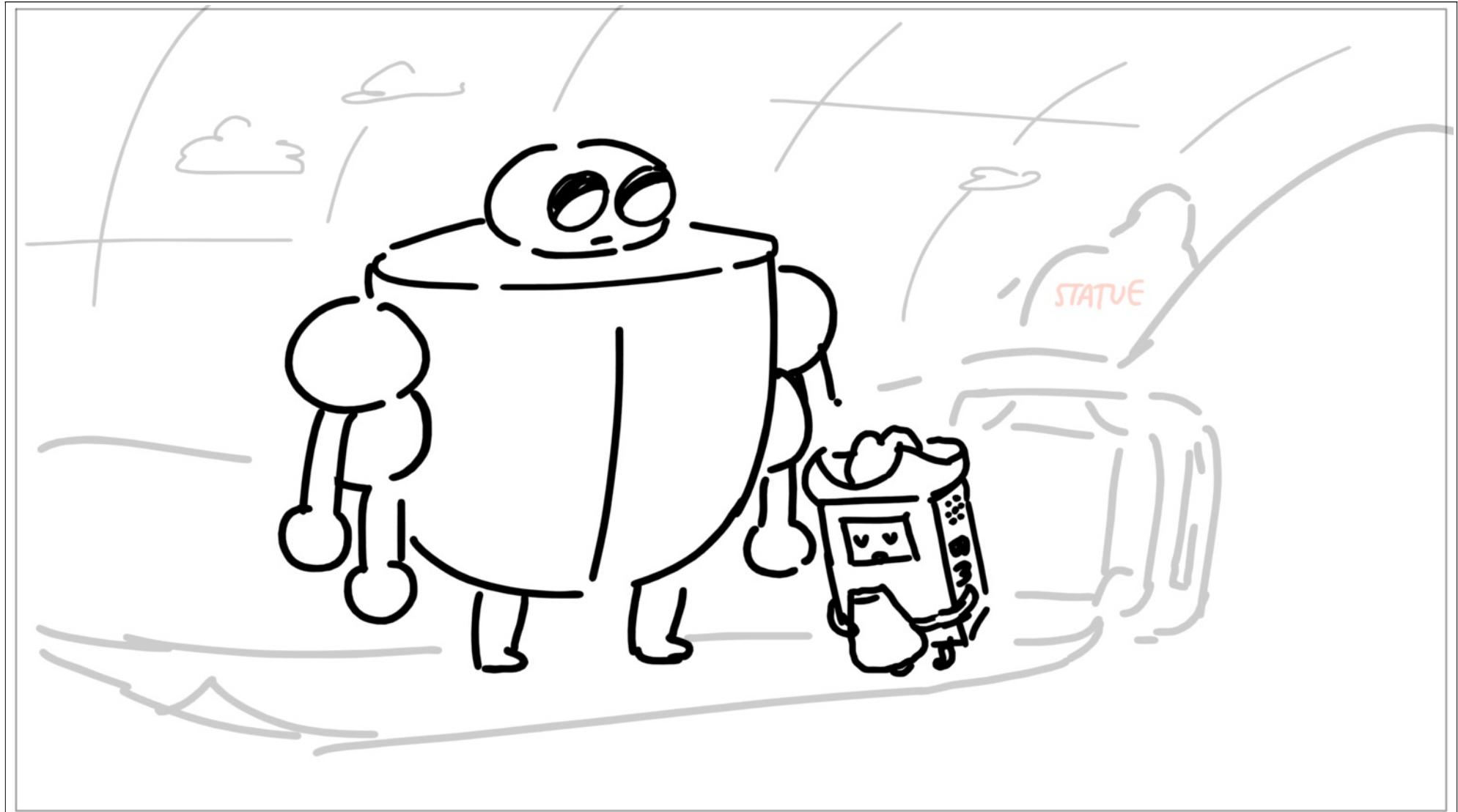
Scene	Duration	Panel	Duration
16	01:00	1	01:00



Dialog

BMO: (whispers) Hugo marshmallow snack...

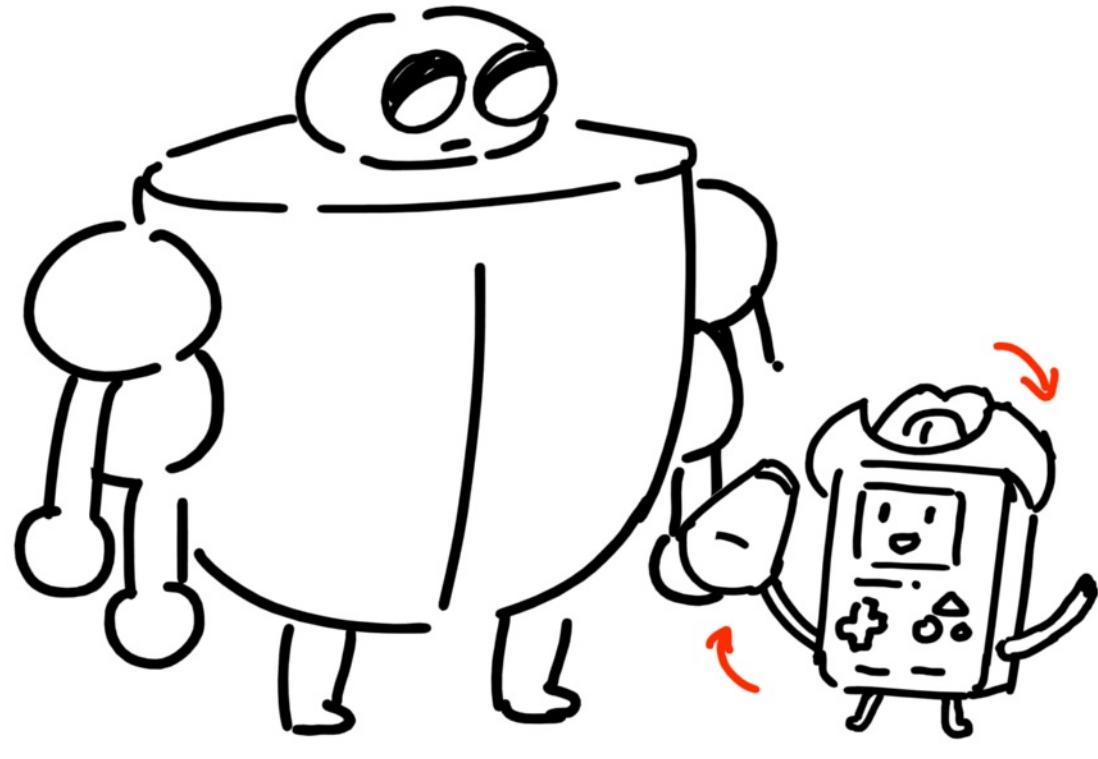
Scene	Duration	Panel	Duration
17	03:00	1	01:00



Dialog

BMO: let's put this drama behind us--

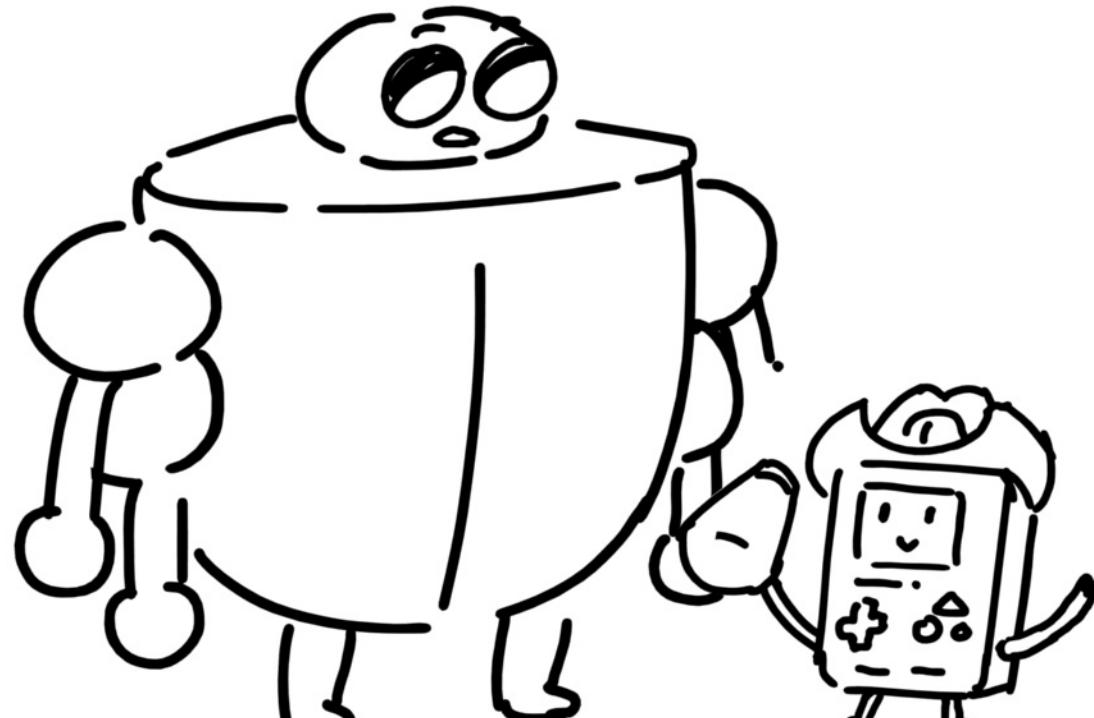
Scene	Duration	Panel	Duration
17	03:00	2	01:00



Dialog

BMO: --and share this snack togethe [...] r

Scene	Duration	Panel	Duration
17	03:00	3	01:00



Dialog
cole: ok

Scene	Duration	Panel	Duration
18	02:00	1	01:00



Dialog
(BMO and Cole conversing)

Scene	Duration	Panel	Duration
18	02:00	2	01:00



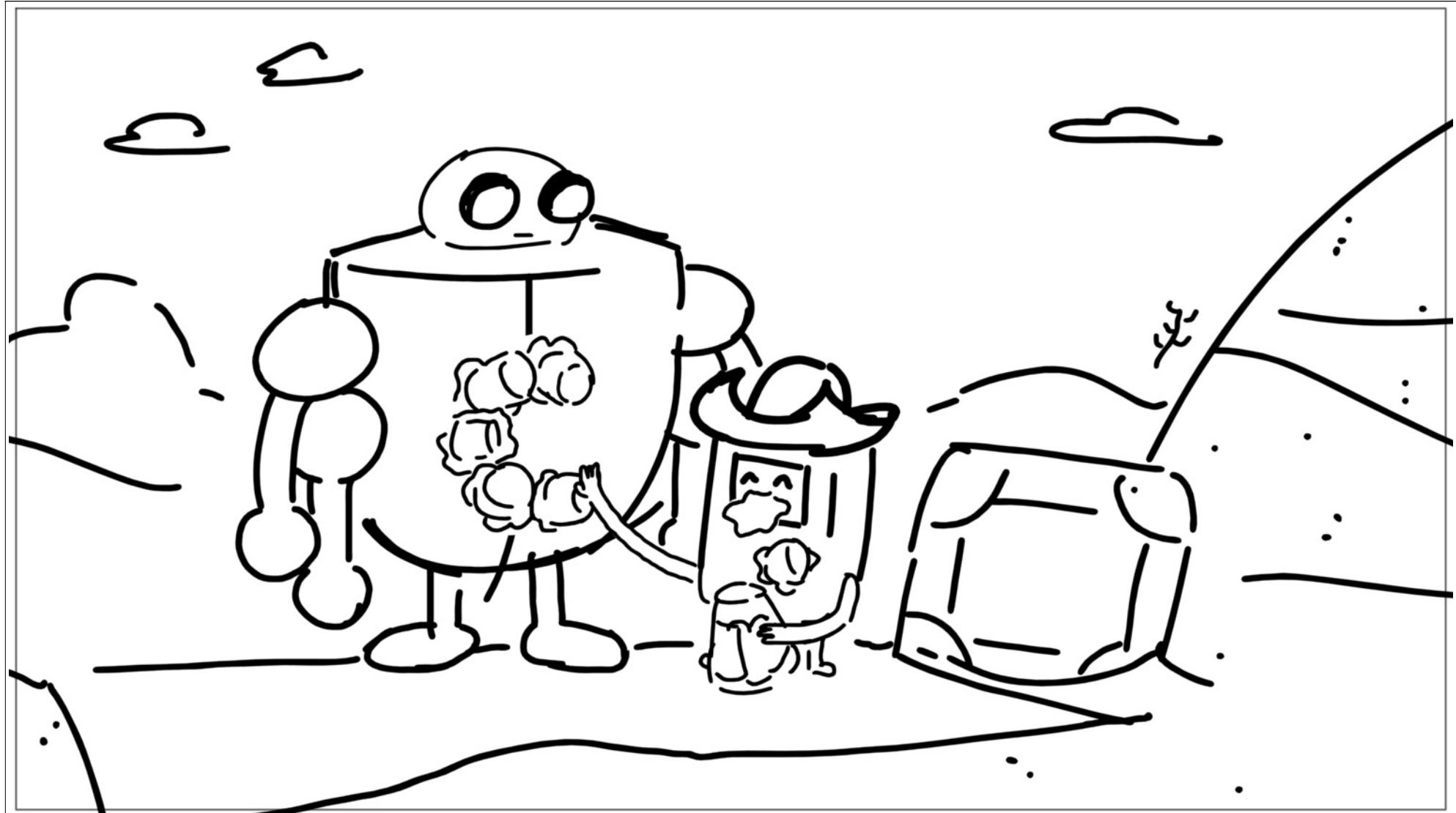
Action Notes

Y5 gets a message from her parents

Scene	Duration	Panel	Duration
19	01:00	1	01:00



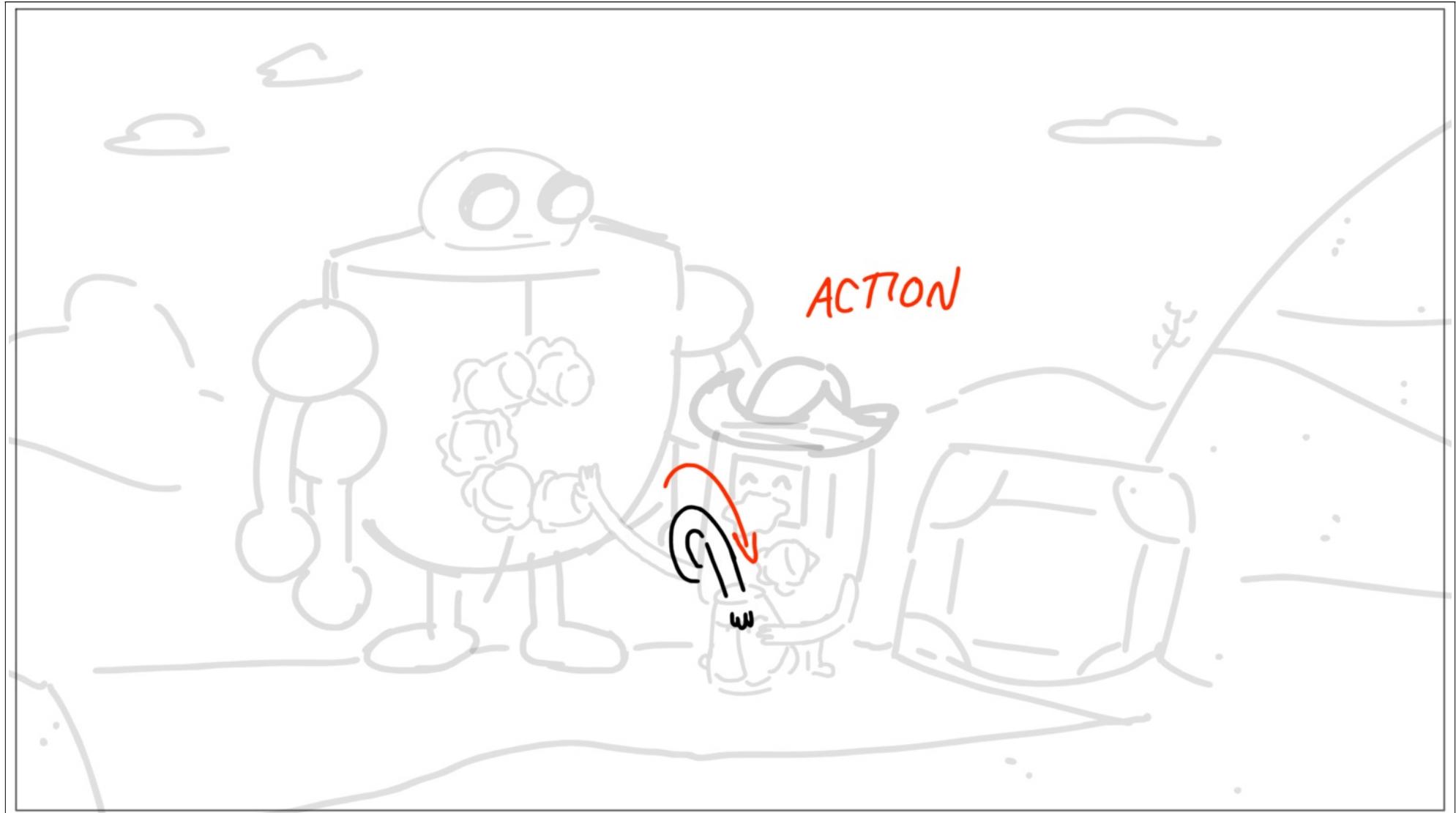
Scene	Duration	Panel	Duration
20	09:22	1	01:00



Action Notes

BMO is squishing marshmallows on Cole

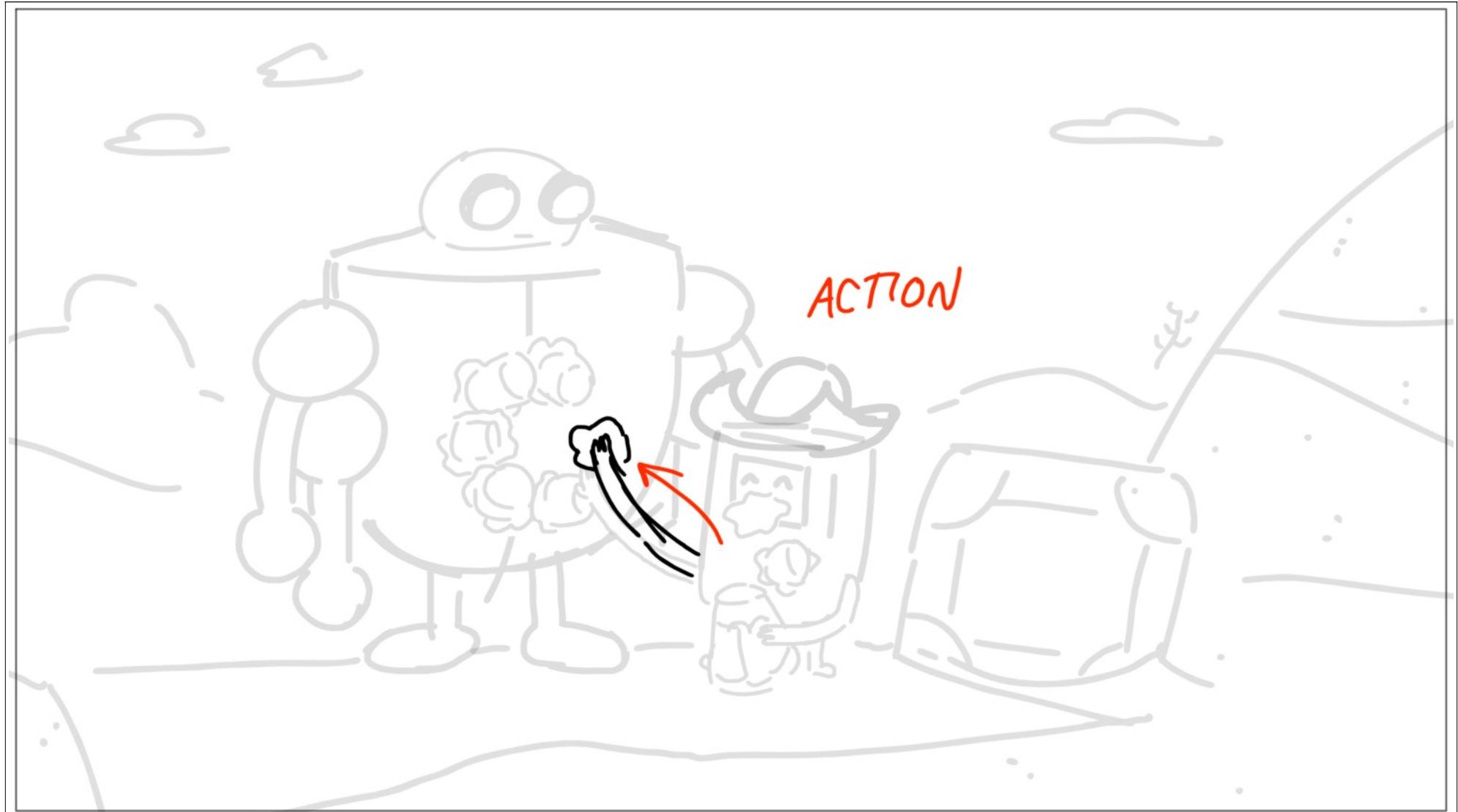
Scene	Duration	Panel	Duration
20	09:22	2	01:00



Action Notes

BMO is squishing marshmallows on Cole

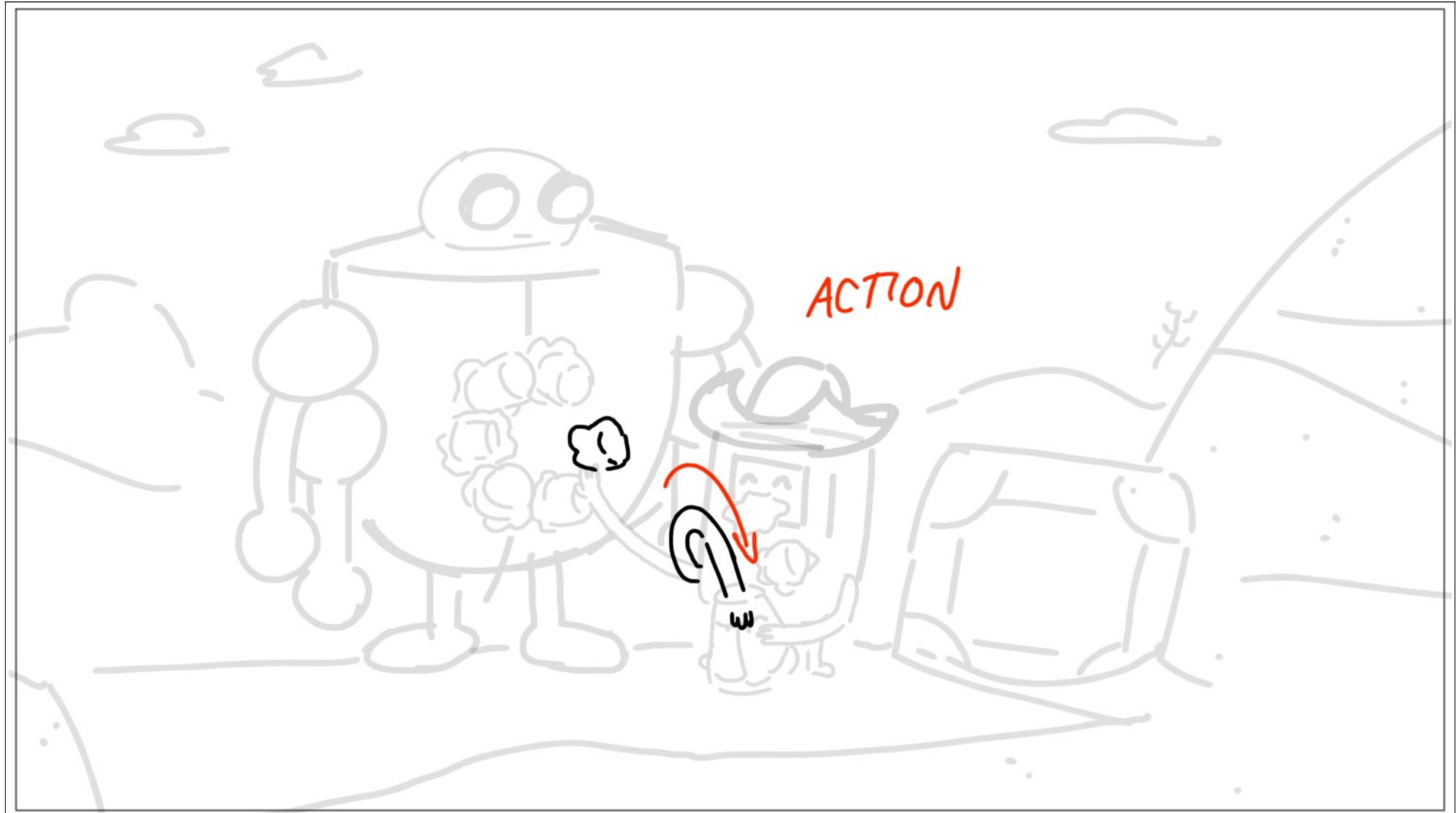
Scene	Duration	Panel	Duration
20	09:22	3	01:00



Action Notes

BMO is squishing marshmallows on Cole

Scene	Duration	Panel	Duration
20	09:22	4	01:00



Action Notes

BMO is squishing marshmallows on Cole

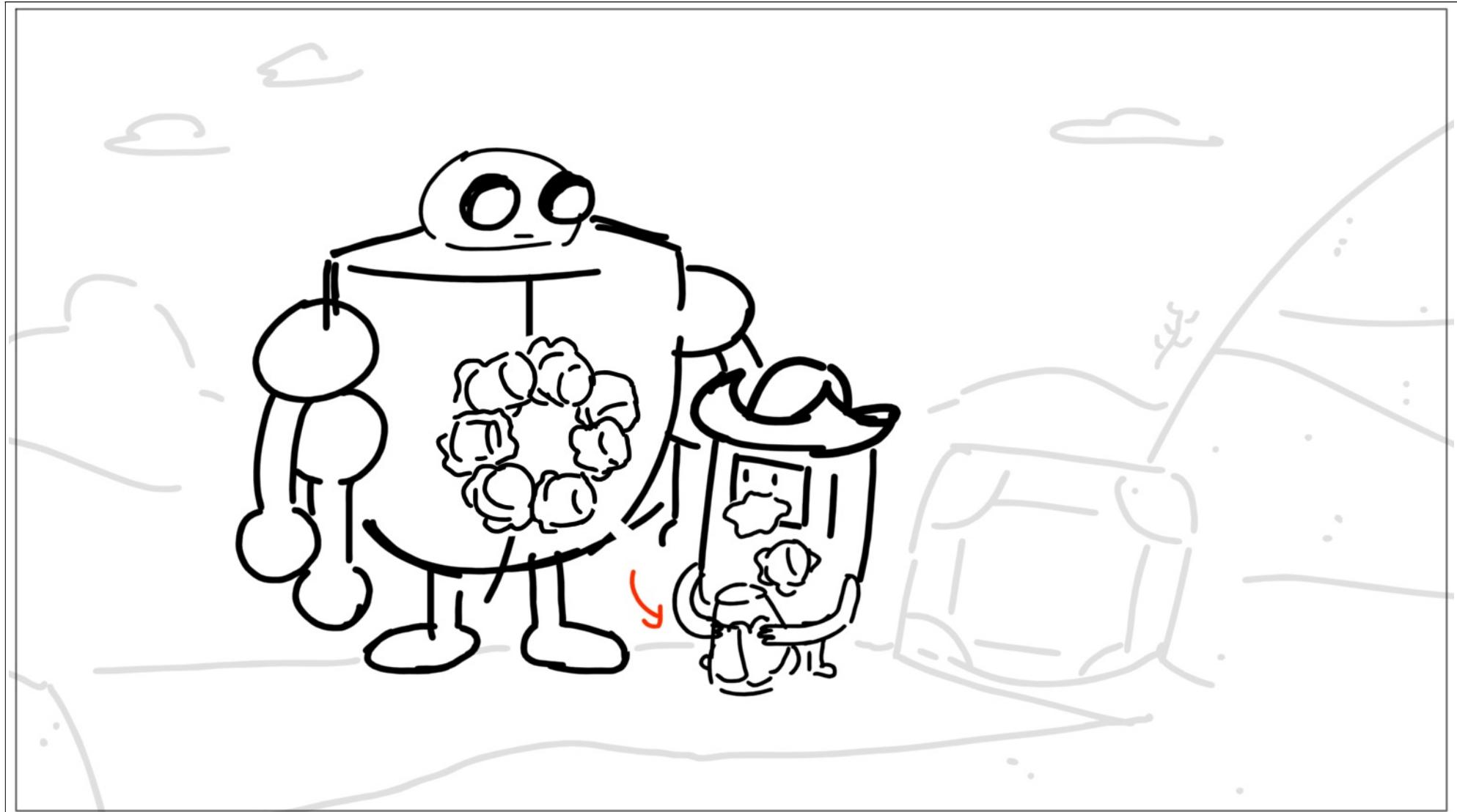
Scene	Duration	Panel	Duration
20	09:22	5	00:23



Action Notes

BMO is squishing marshmallows on Cole

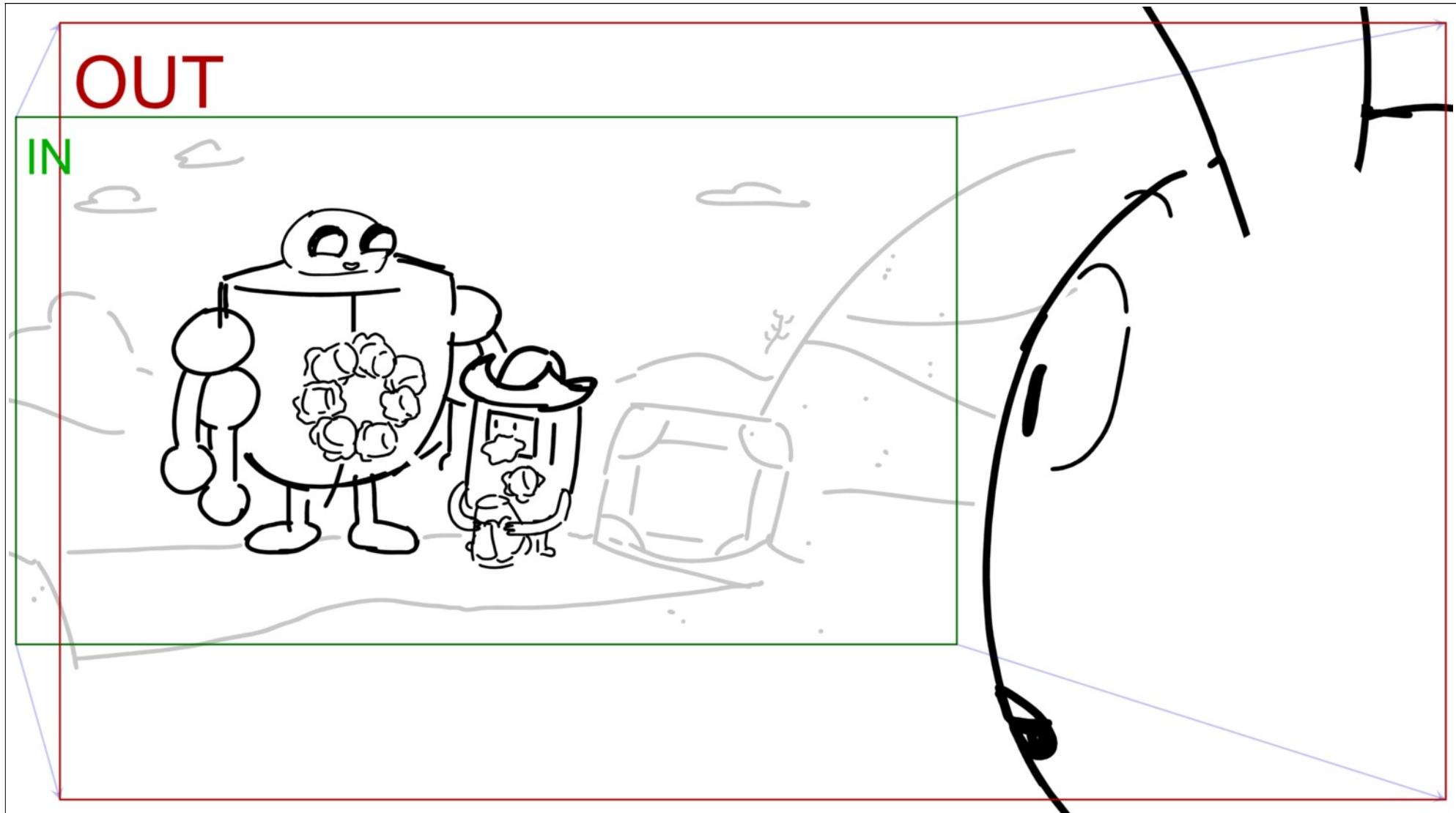
Scene	Duration	Panel	Duration
20	09:22	6	00:23



Dialog

BMO: okay i wrote your name for you!

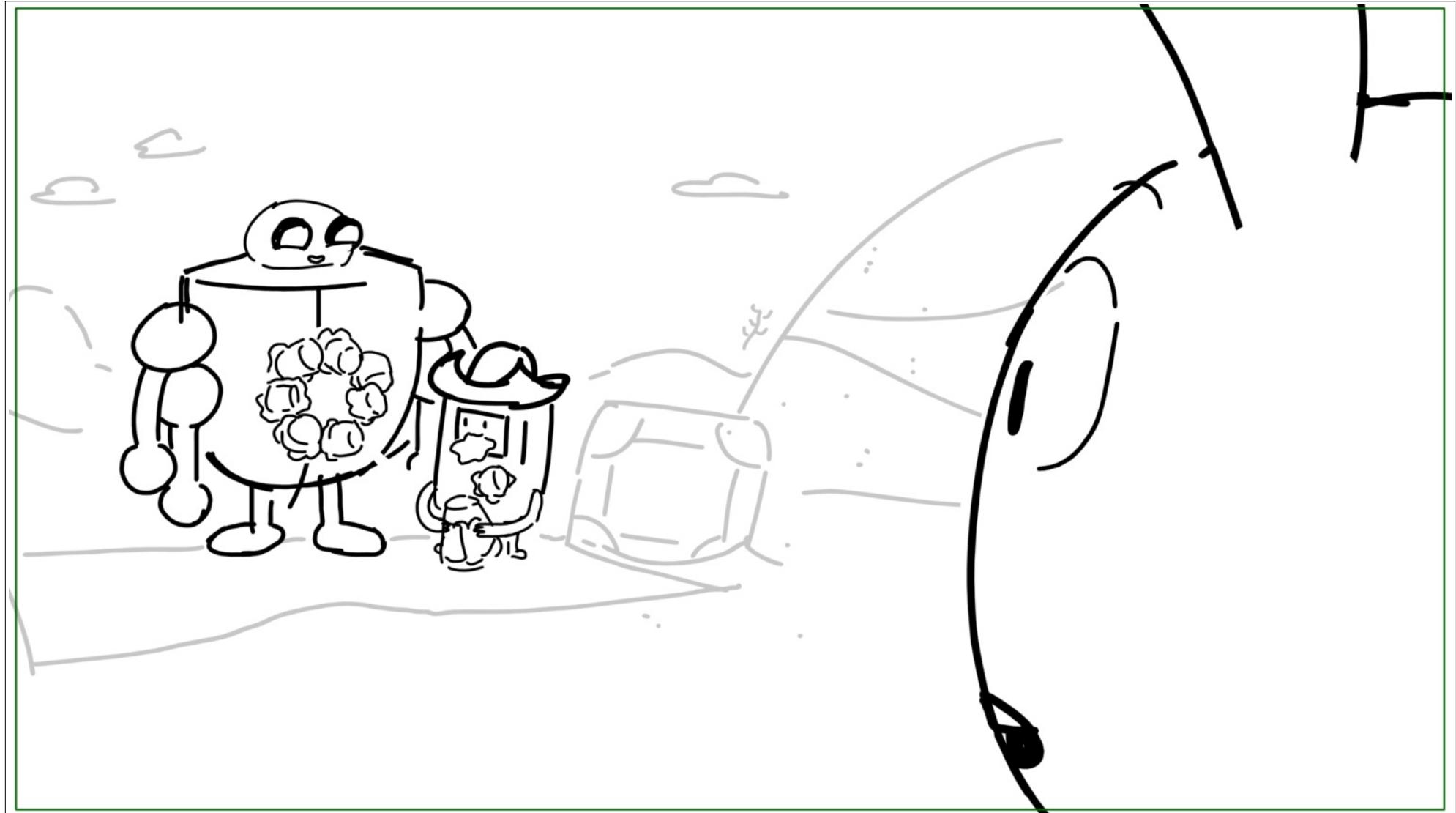
Scene	Duration	Panel	Duration
20	09:22	7	01:00



Dialog

Cole: a huh huh hu [...] h

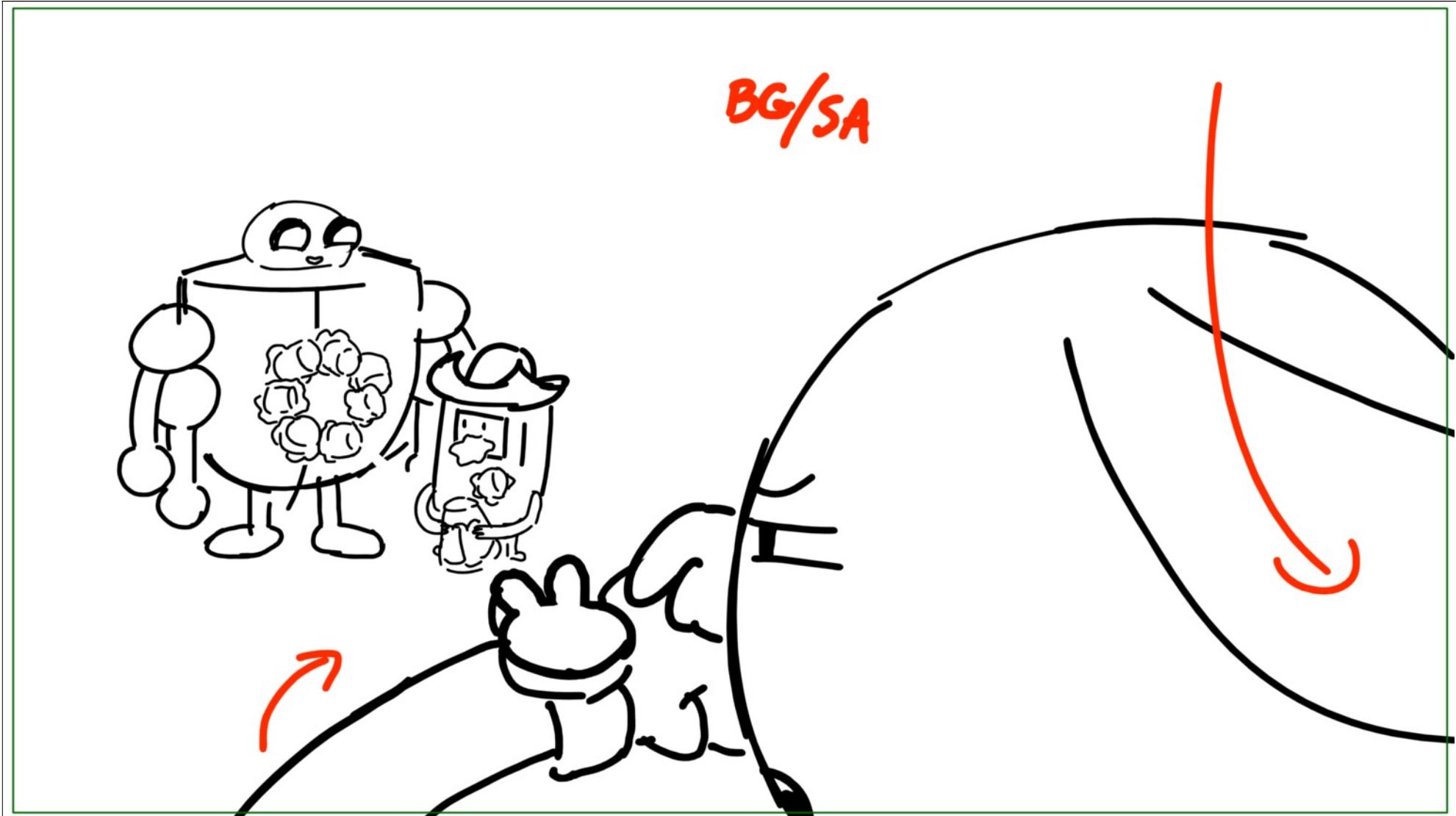
Scene	Duration	Panel	Duration
20	09:22	8	01:00



Dialog

Y5: (to herself) fascinating.

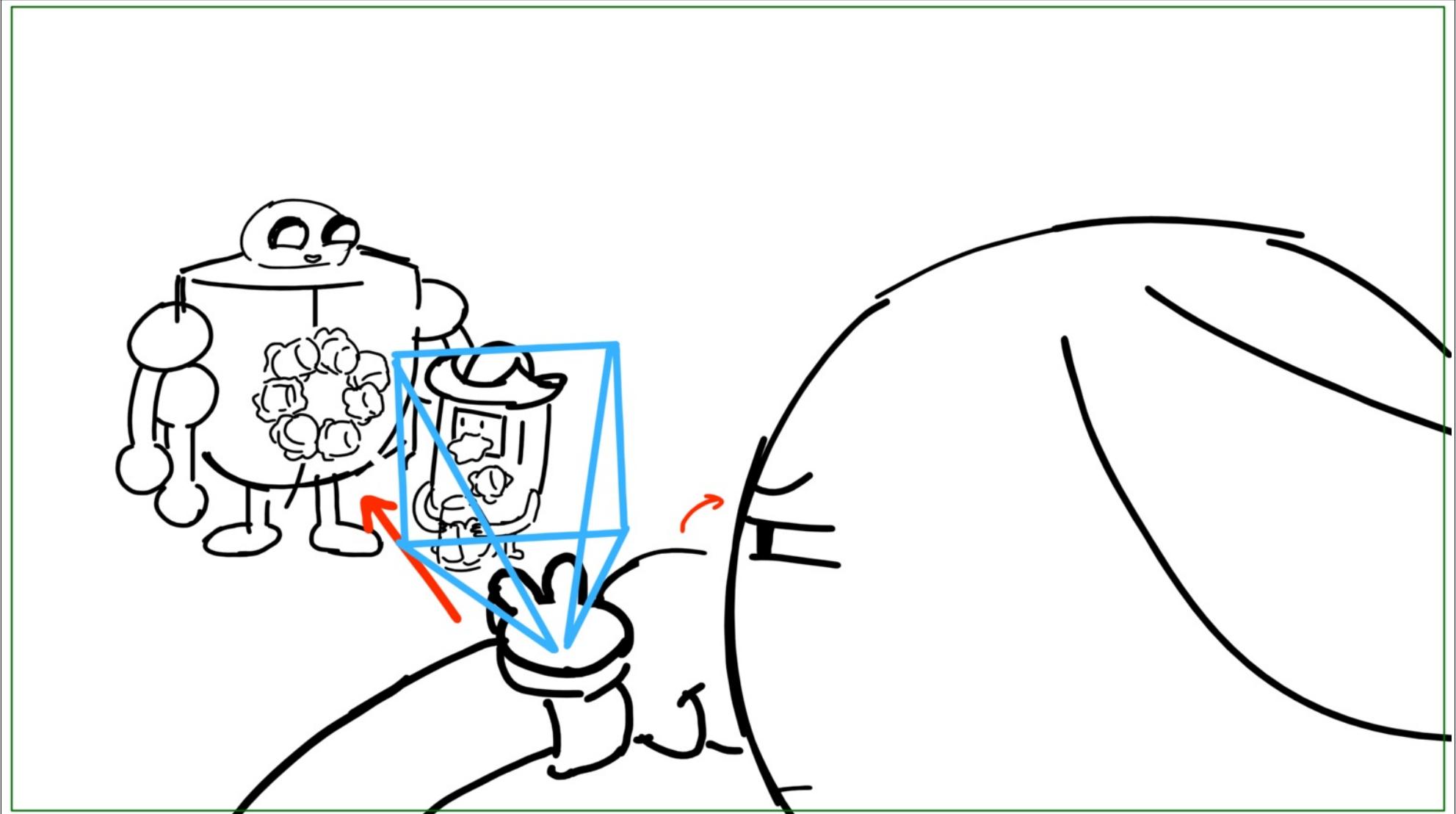
Scene	Duration	Panel	Duration
20	09:22	9	01:00



Dialog

Y5: (to herself) fascinating.

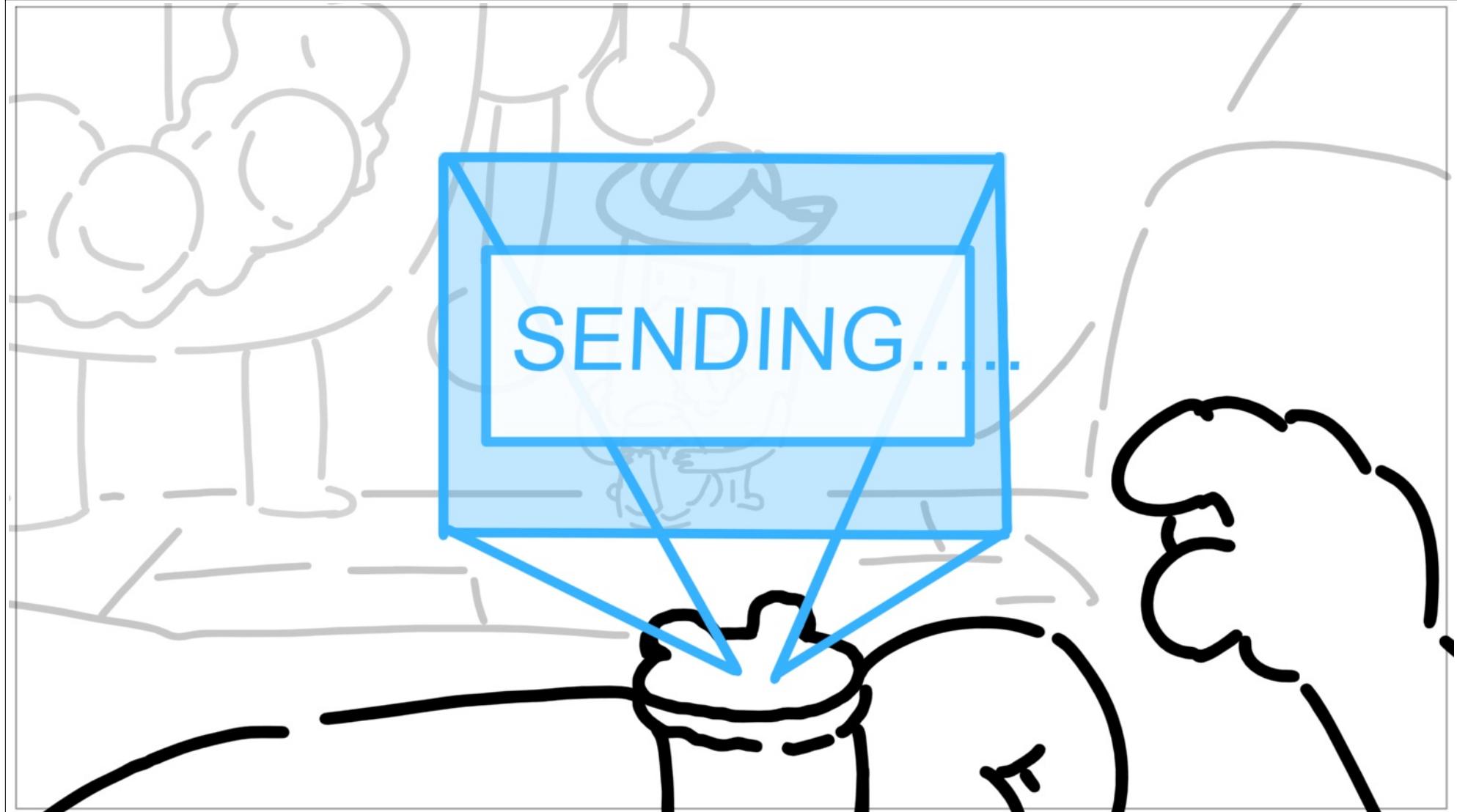
Scene	Duration	Panel	Duration
20	09:22	10	01:00



Action Notes

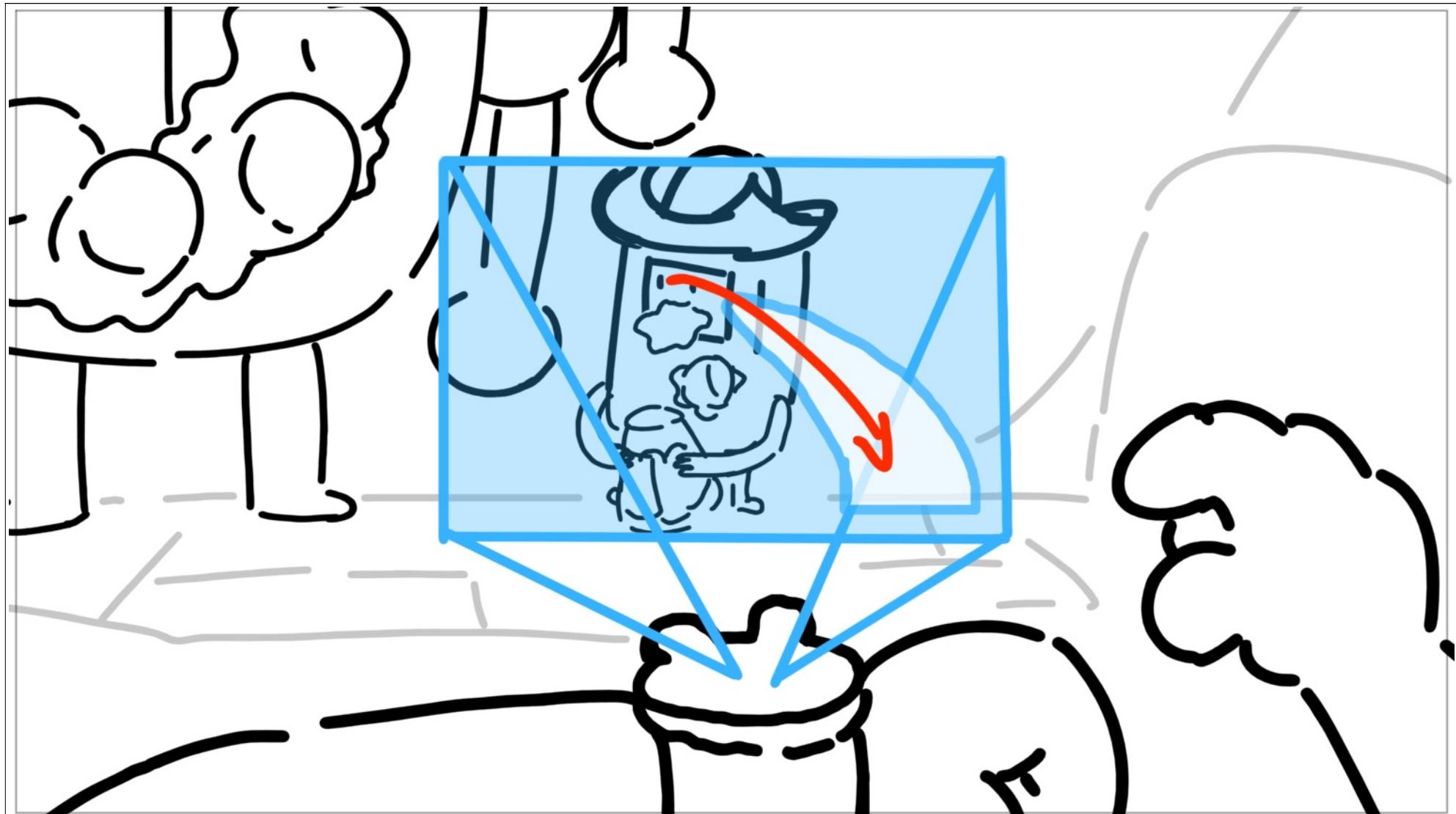
Y5 starts taking pictures of BMO with her watch

Scene	Duration	Panel	Duration
21	03:00	1	01:00

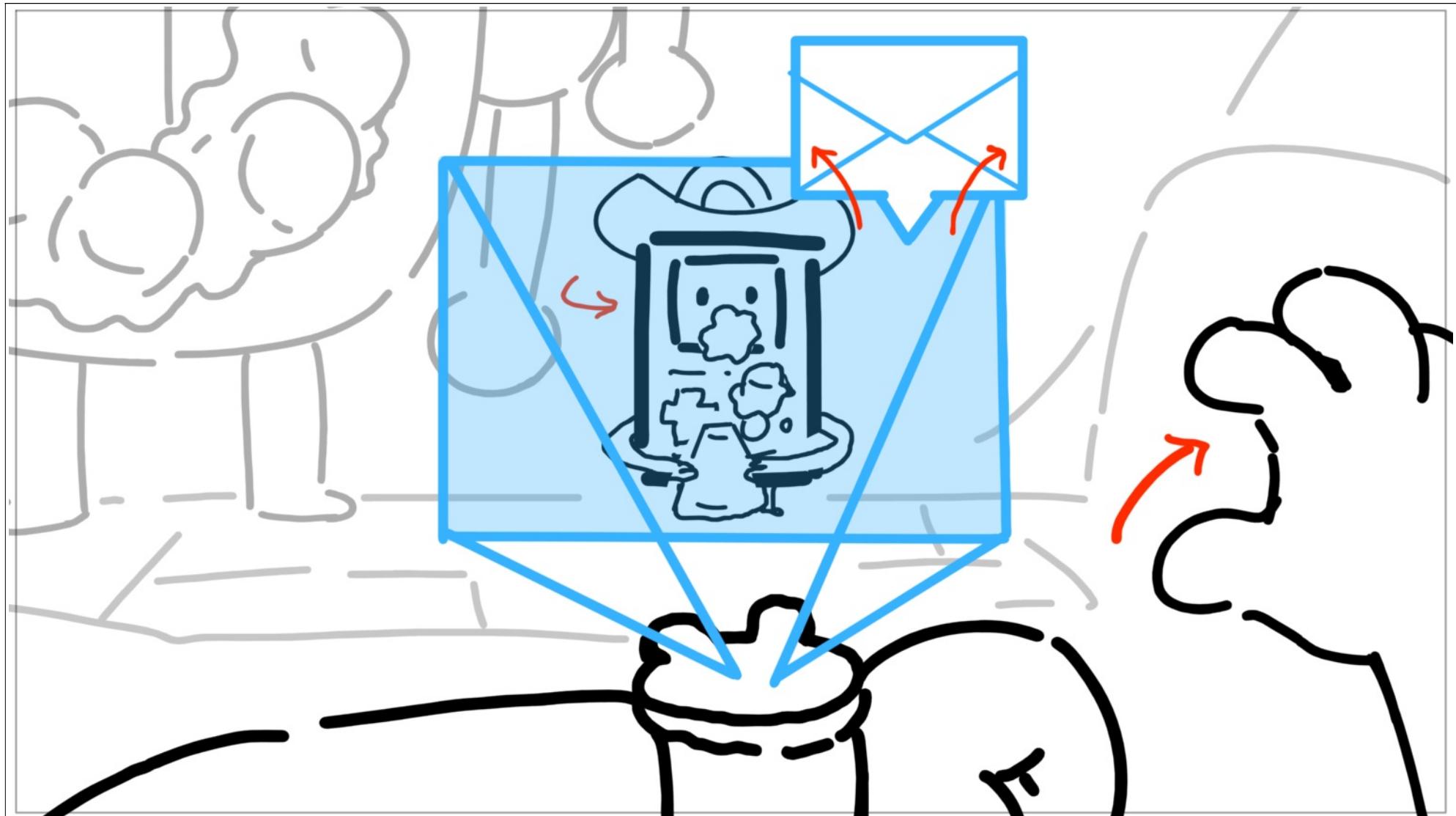


Action Notes
sending pics

Scene	Duration	Panel	Duration
21	03:00	2	01:00



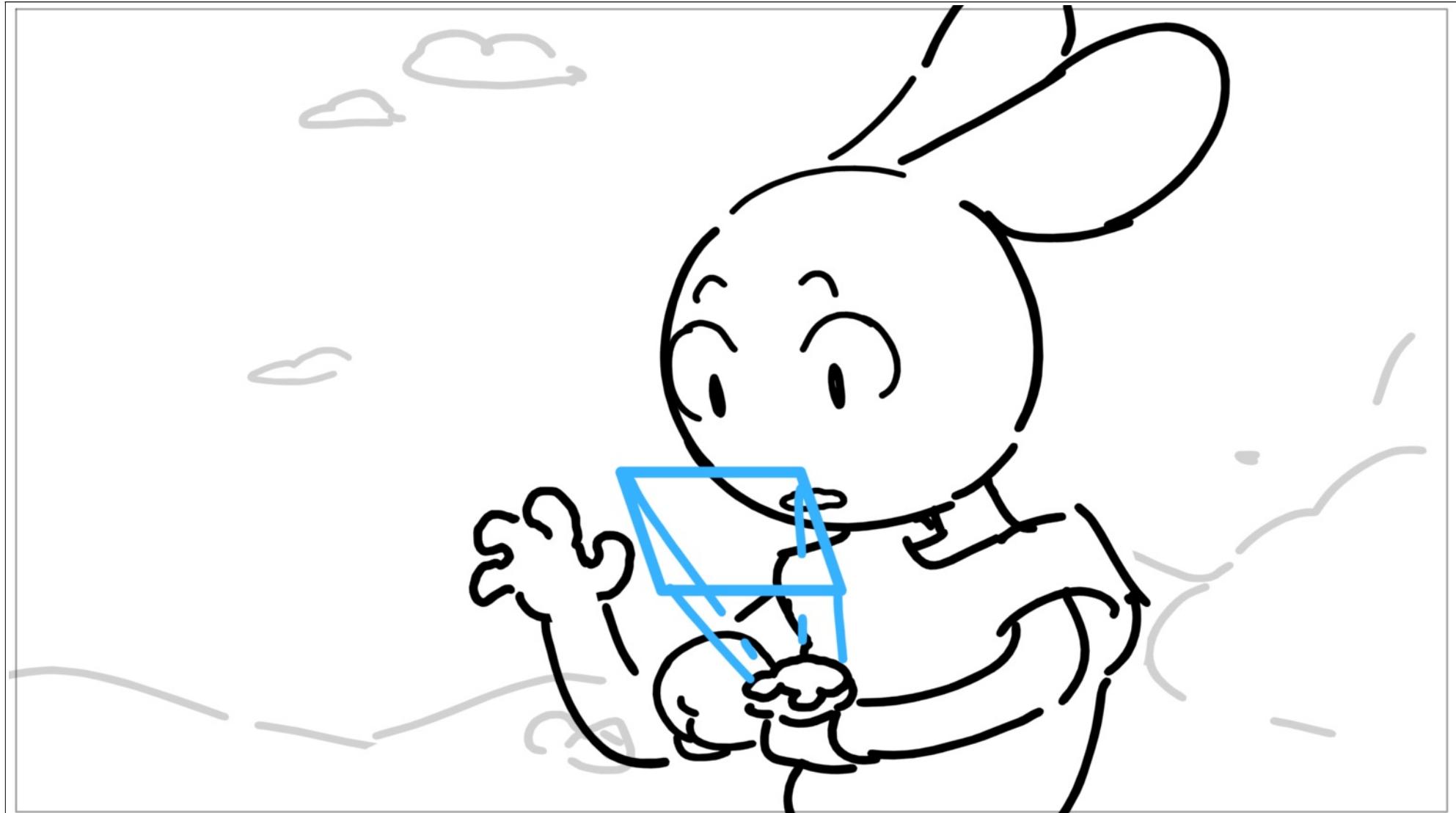
Scene	Duration	Panel	Duration
21	03:00	3	01:00



Dialog

BMO: what are you doing, deputy?

Scene	Duration	Panel	Duration
22	03:00	1	01:00



Dialog

Y5: uhhhhh...

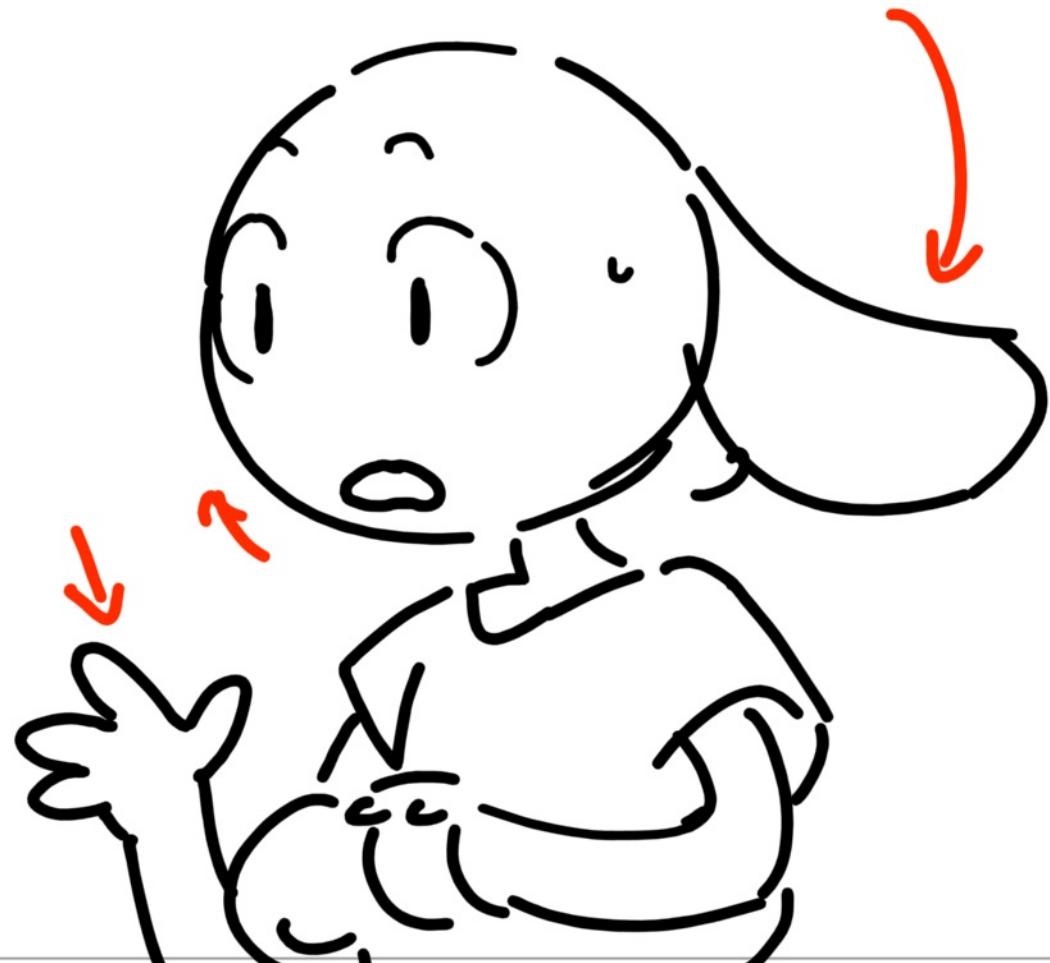
Scene	Duration	Panel	Duration
22	03:00	2	01:00



HG/SA

Dialog
Y5: uhhhhh...

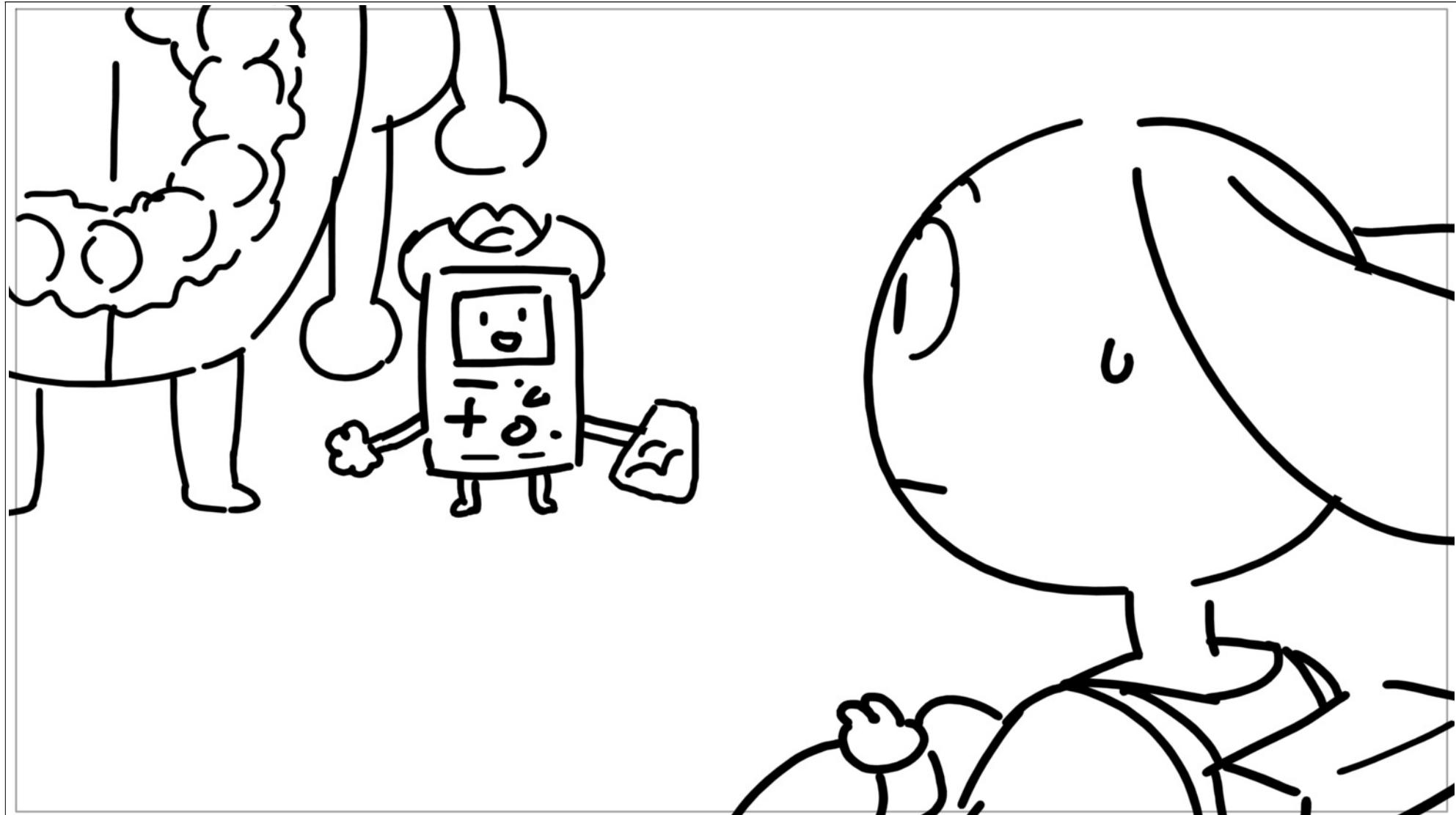
Scene	Duration	Panel	Duration
22	03:00	3	01:00



Dialog

Y5: we gotta record your first visitor in your new office.

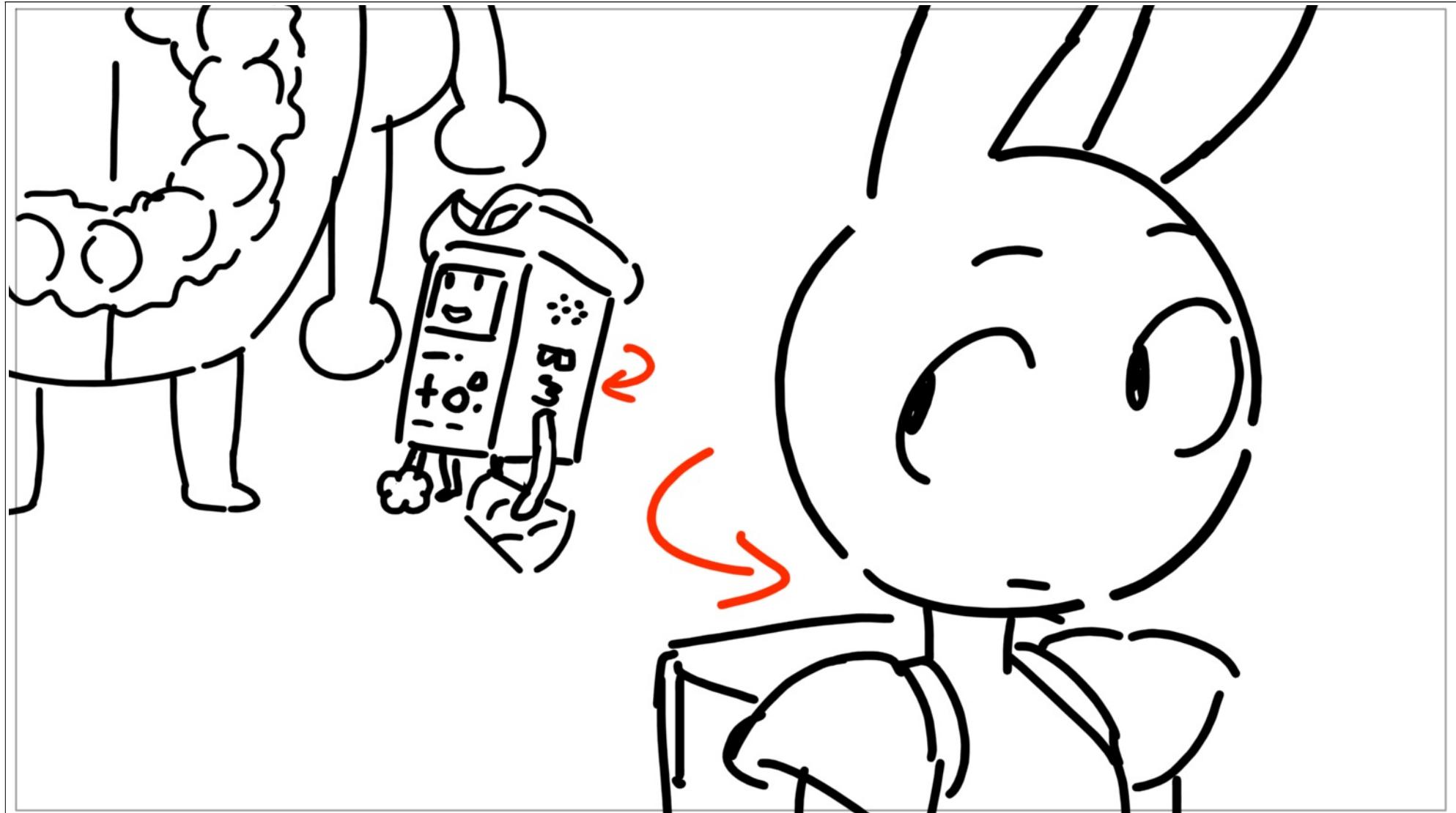
Scene	Duration	Panel	Duration
23	05:00	1	01:00



Dialog

BMO: (coyly) you're so thoughtful!

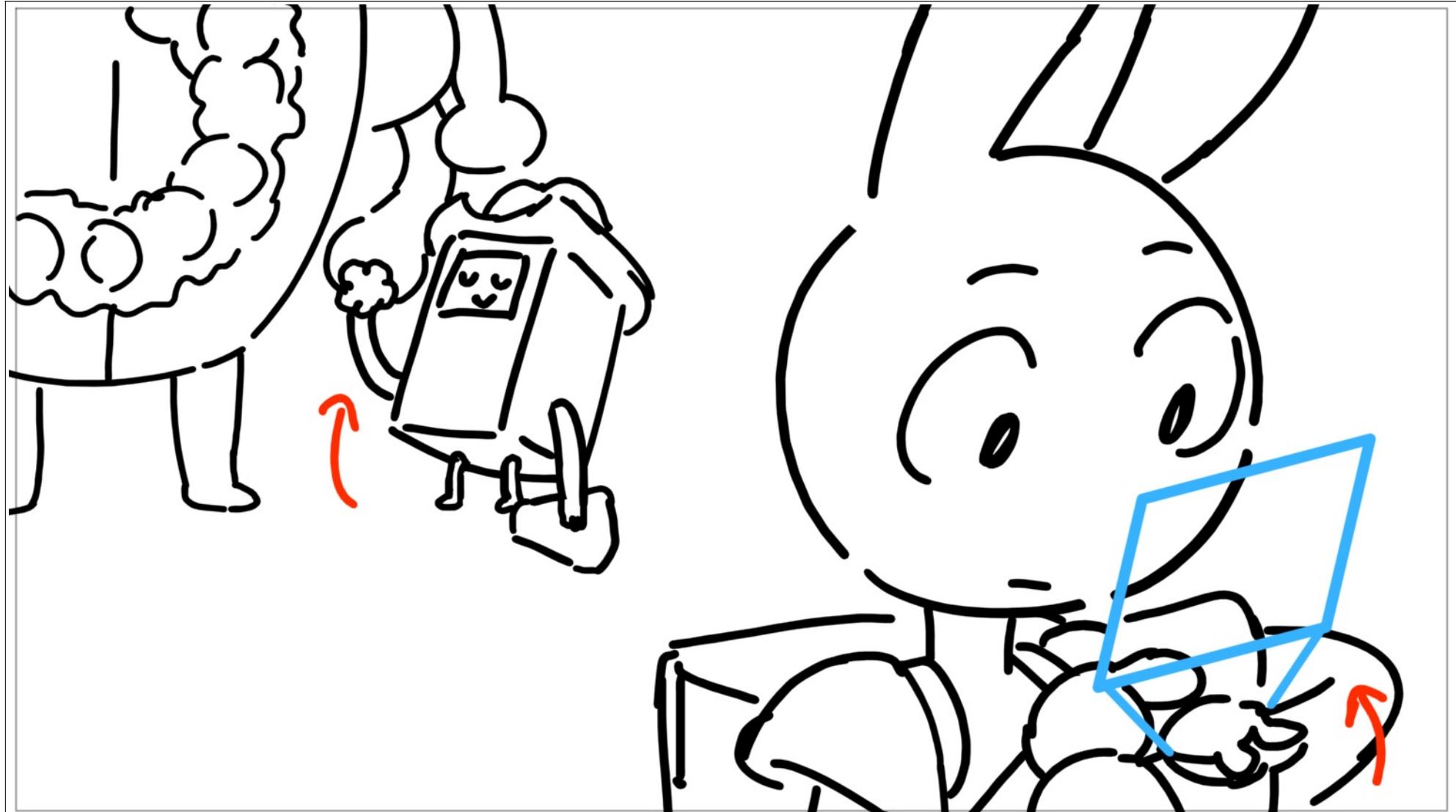
Scene	Duration	Panel	Duration
23	05:00	2	01:00



Dialog

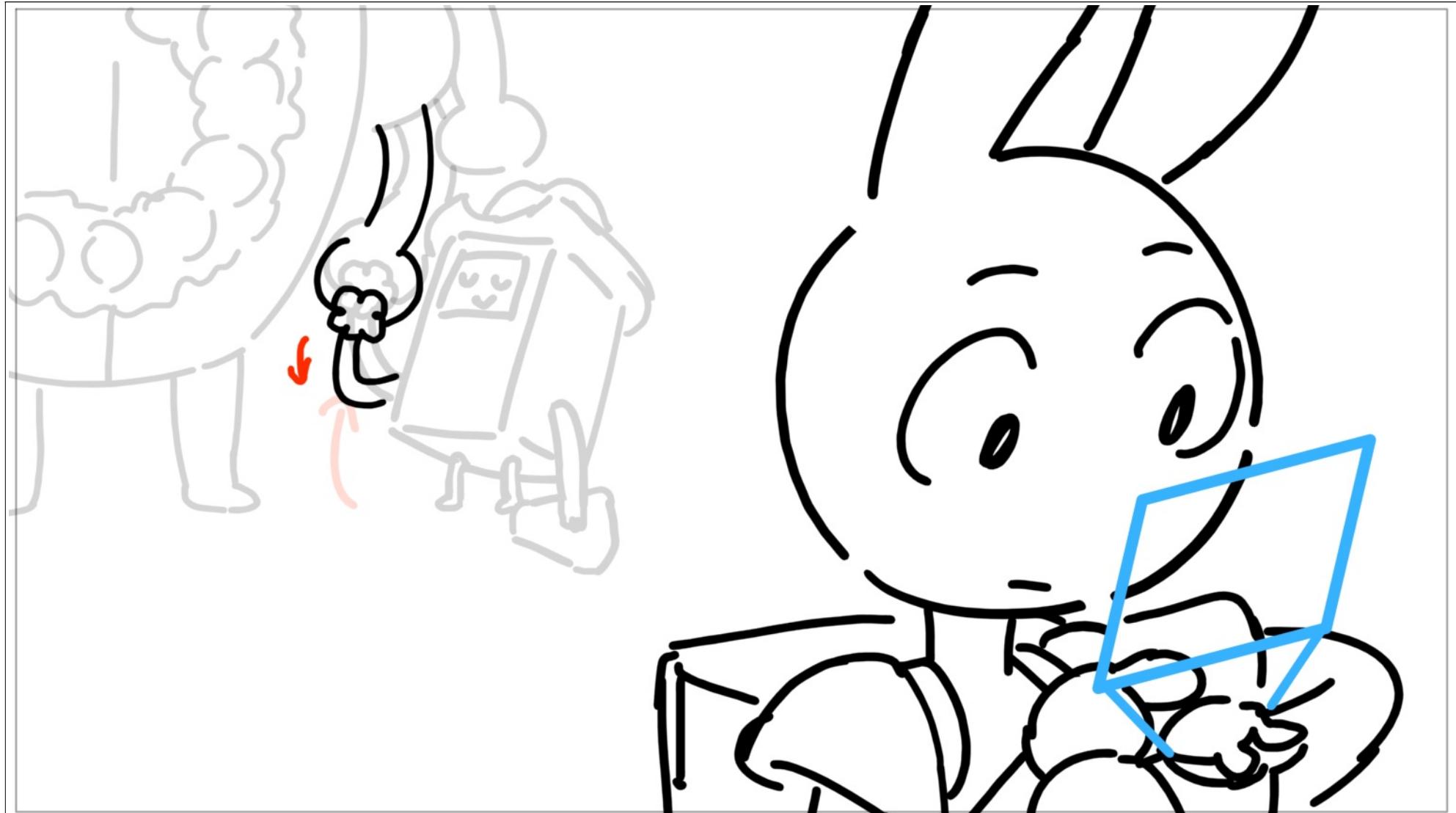
BMO: ok, please leave now, I am busy.

Scene	Duration	Panel	Duration
23	05:00	3	01:00



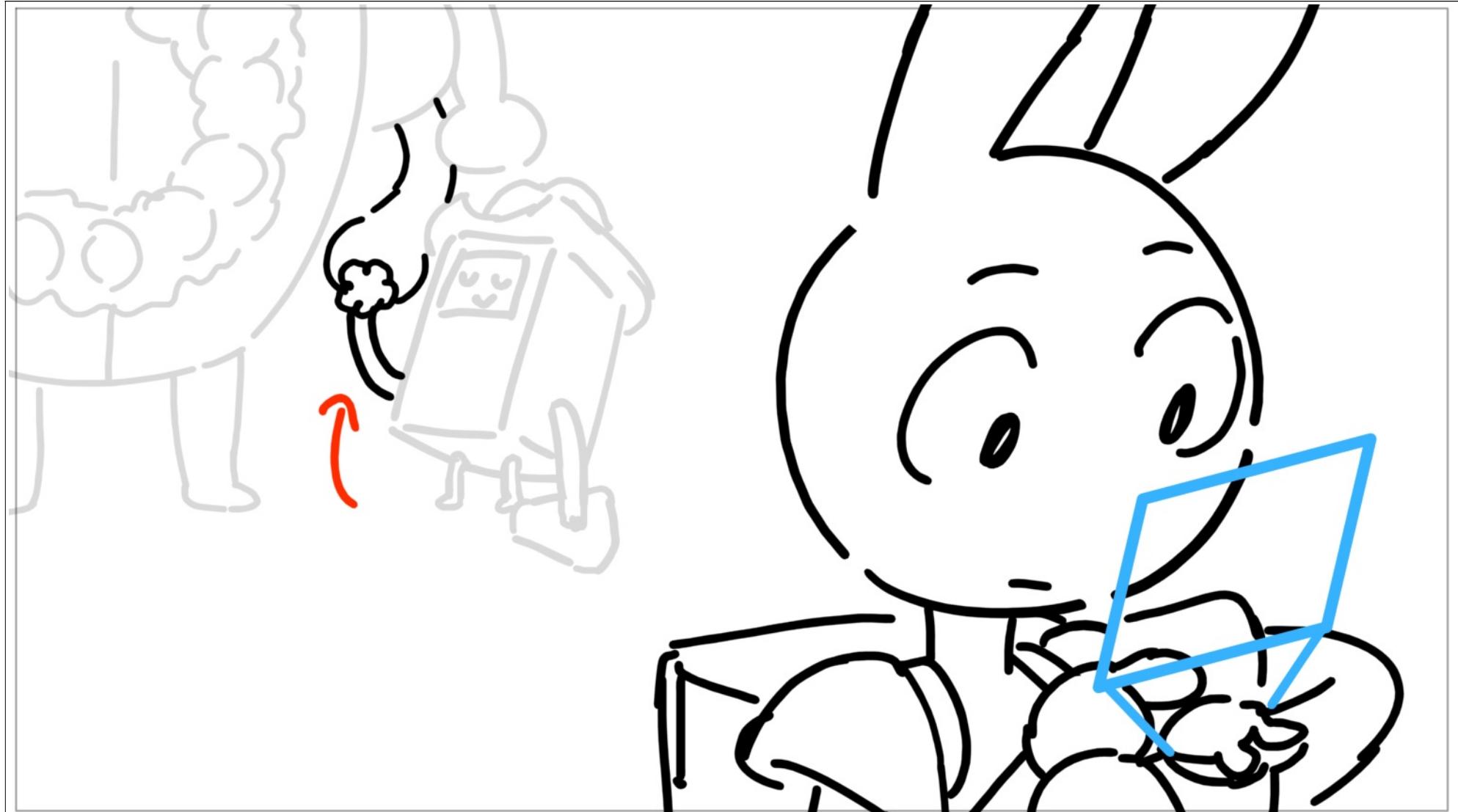
Dialog
cole: ok

Scene	Duration	Panel	Duration
23	05:00	4	01:00



Dialog
cole: ok

Scene	Duration	Panel	Duration
23	05:00	5	01:00



Dialog

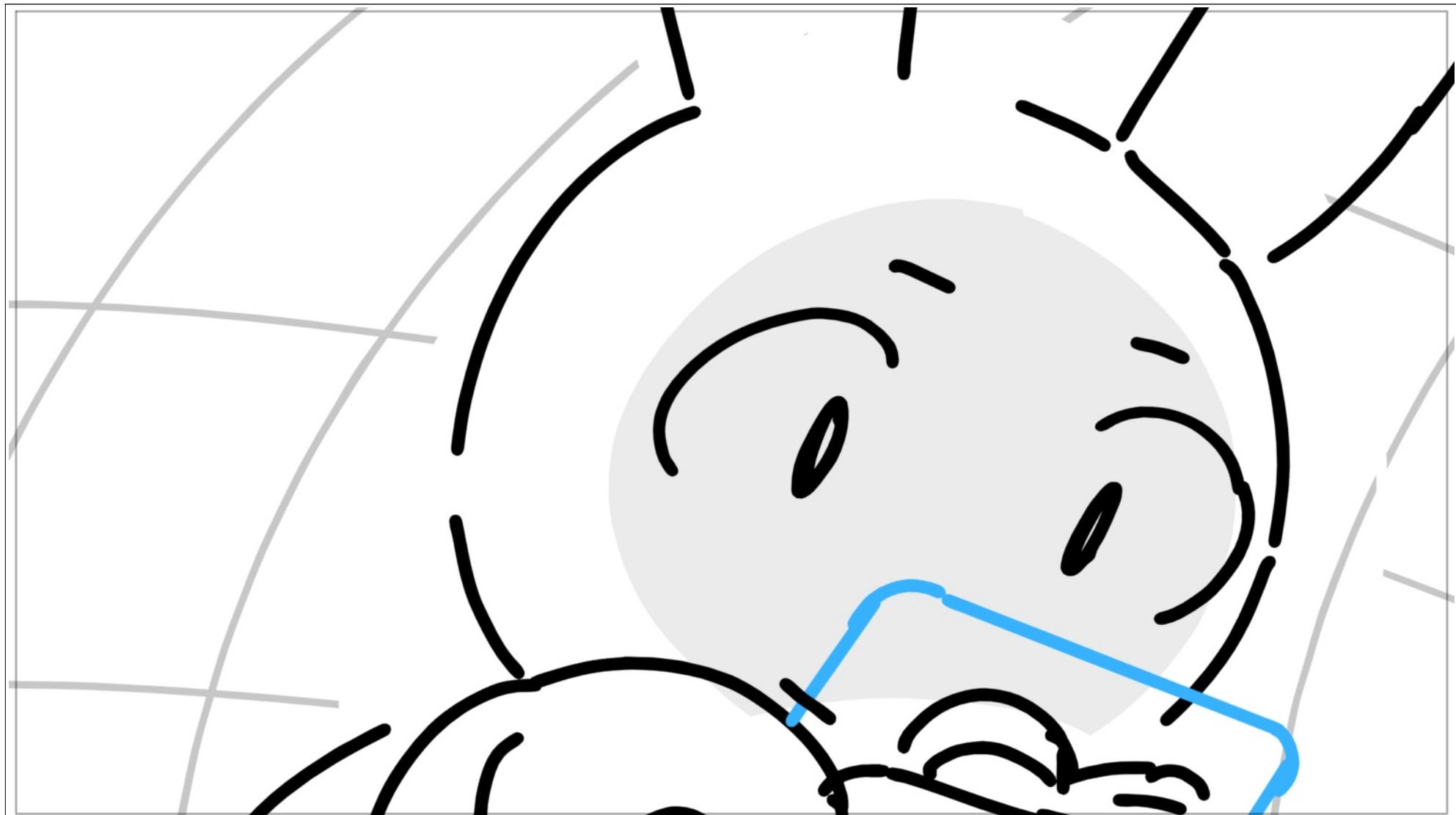
cole: ok

Scene	Duration	Panel	Duration
24	01:00	1	01:00



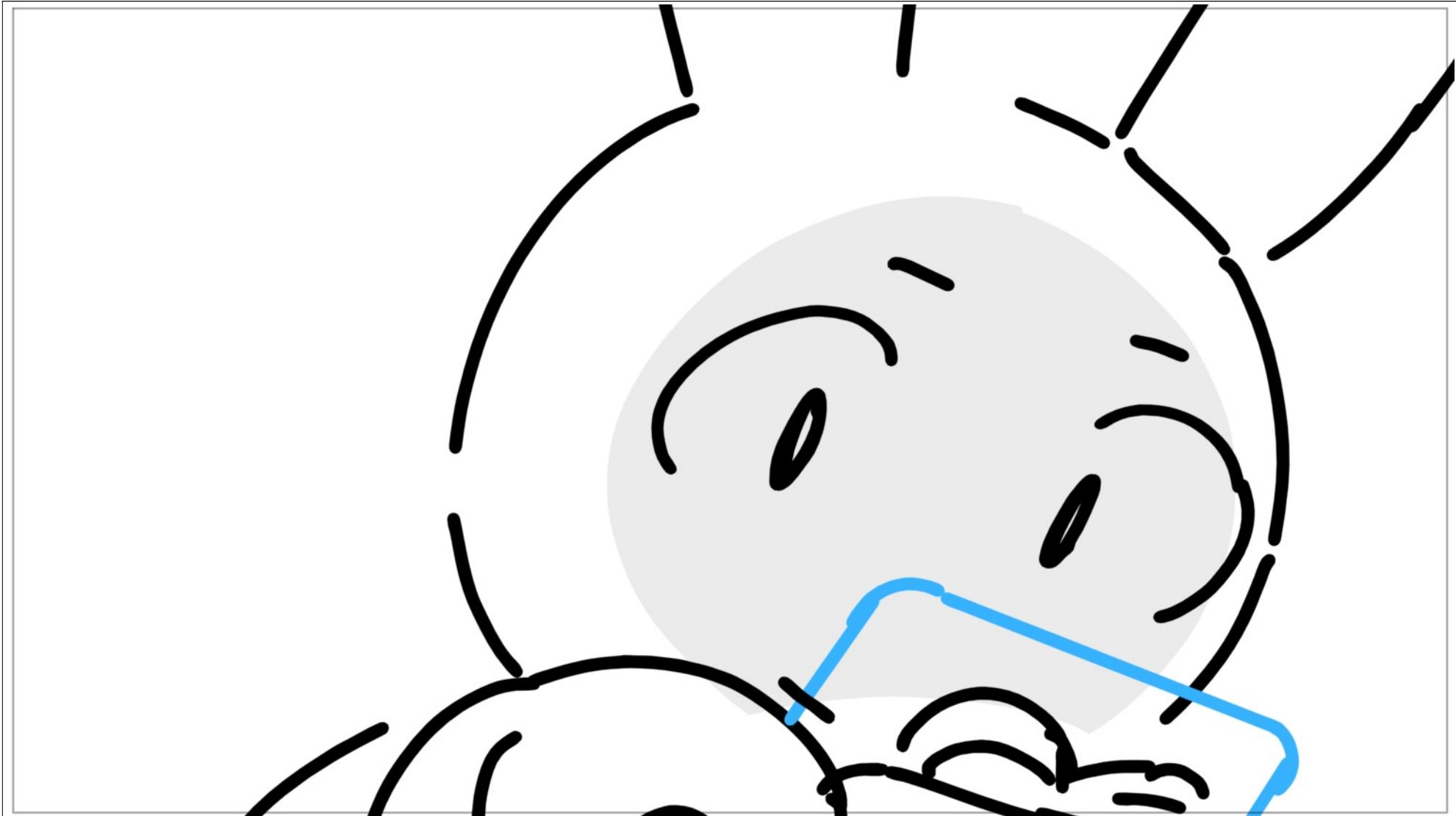
secure and bring it in.
IMMEDIATELY !!

Scene	Duration	Panel	Duration
25	03:21	1	00:23



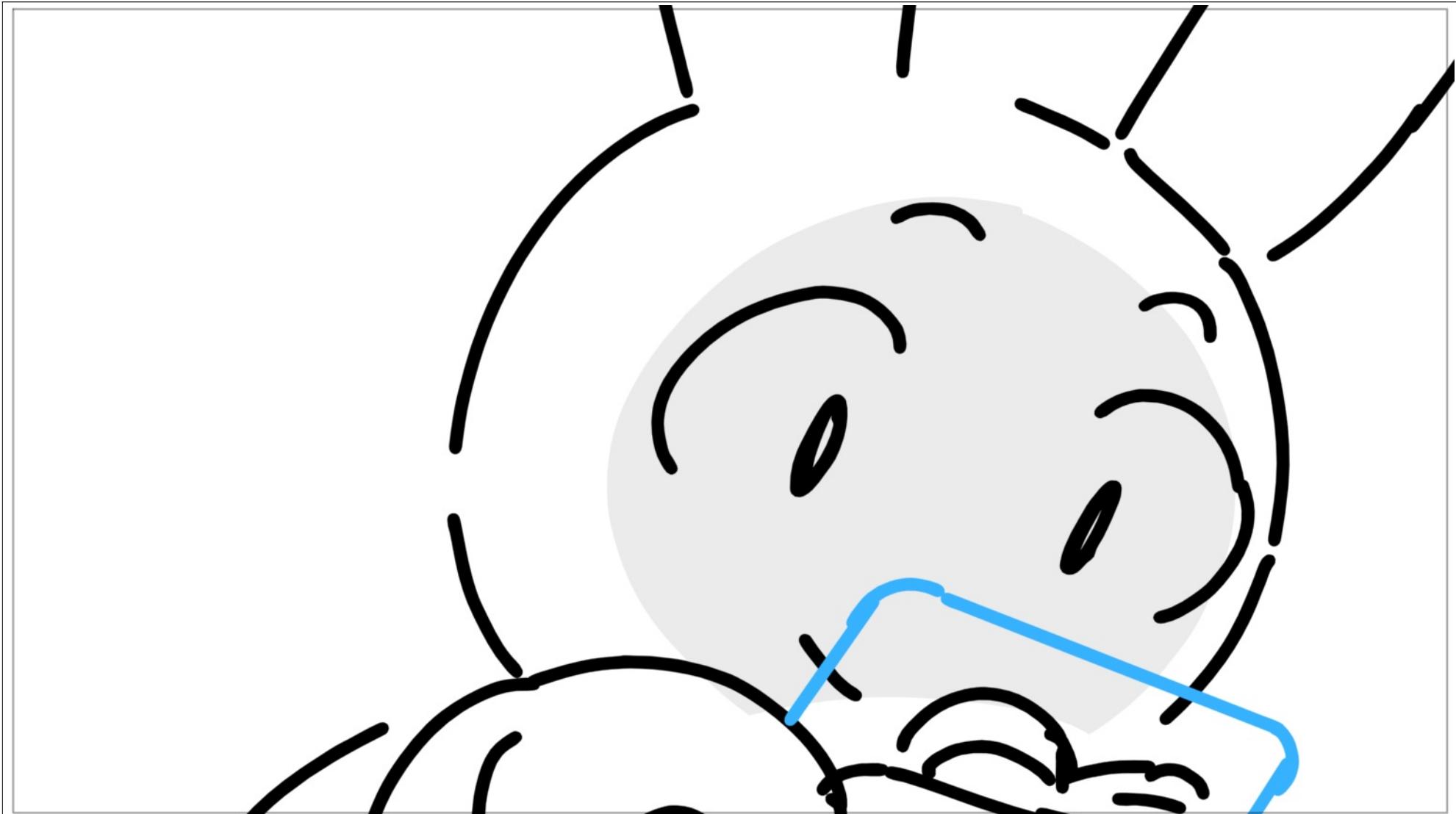
Action Notes
Y5 reading

Scene	Duration	Panel	Duration
25	03:21	2	00:23



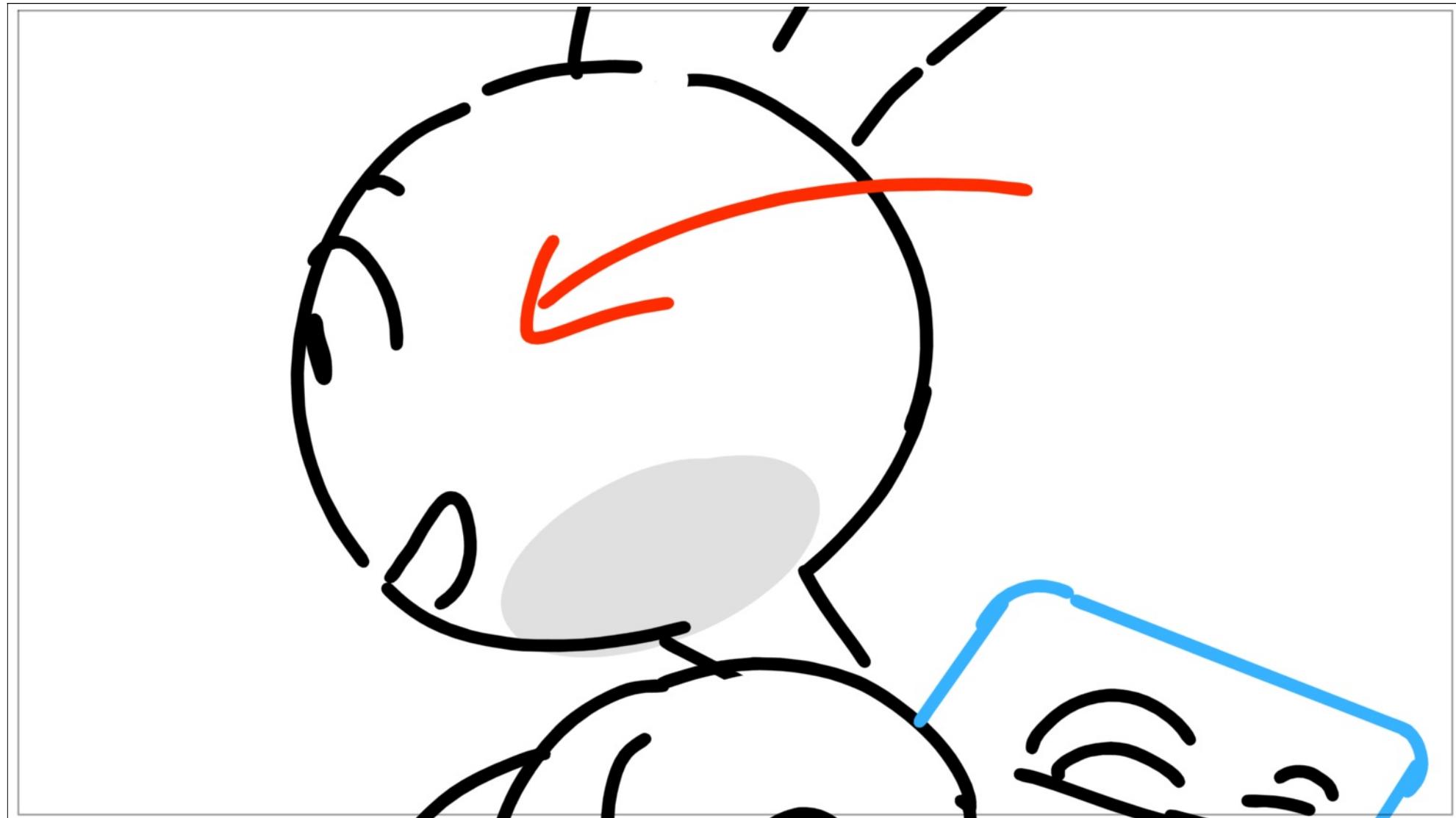
Action Notes
Y5 reading

Scene	Duration	Panel	Duration
25	03:21	3	00:23



Action Notes
Y5 smiles

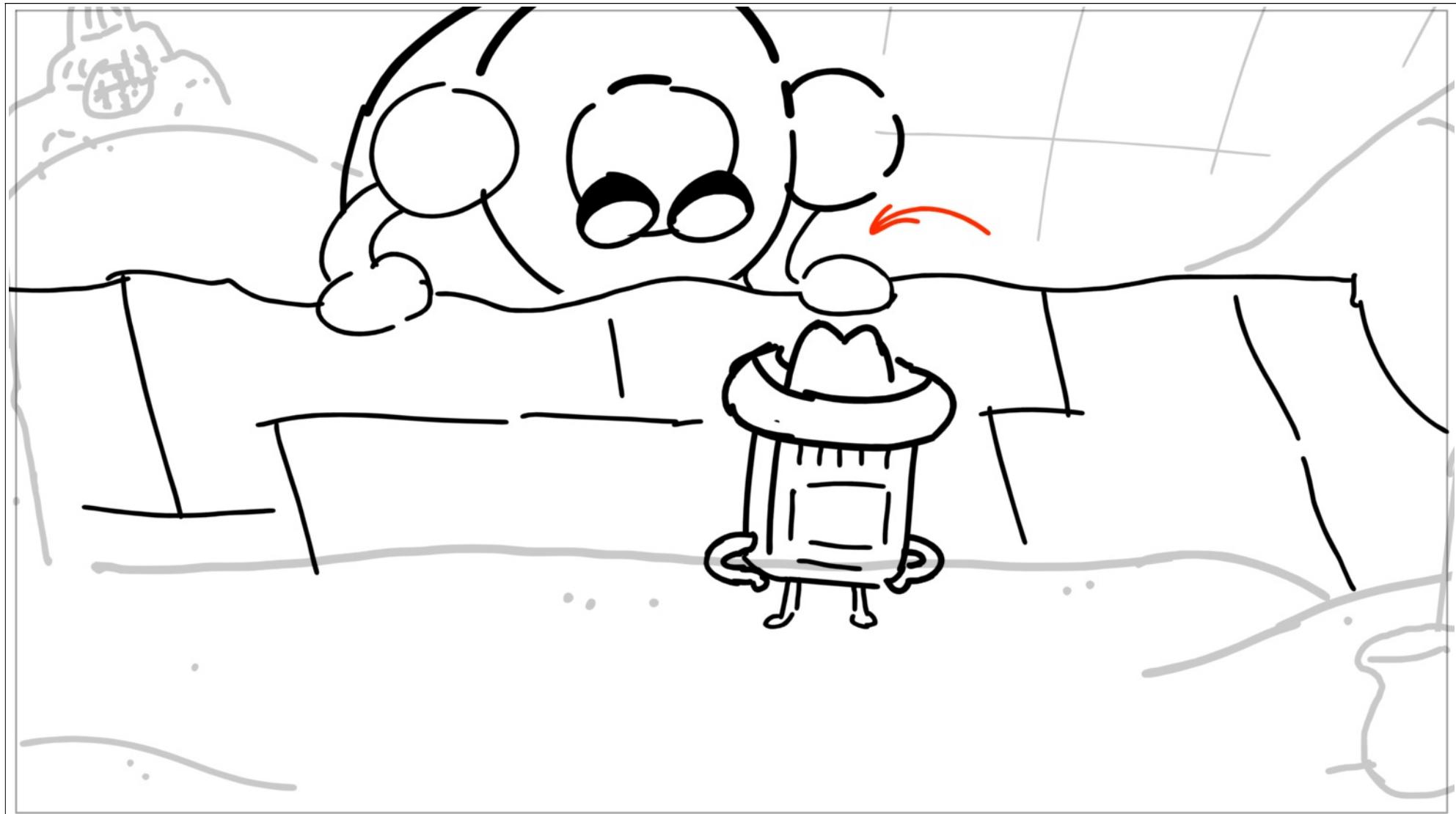
Scene	Duration	Panel	Duration
25	03:21	4	01:00



Dialog

Y5: hey, BMO--

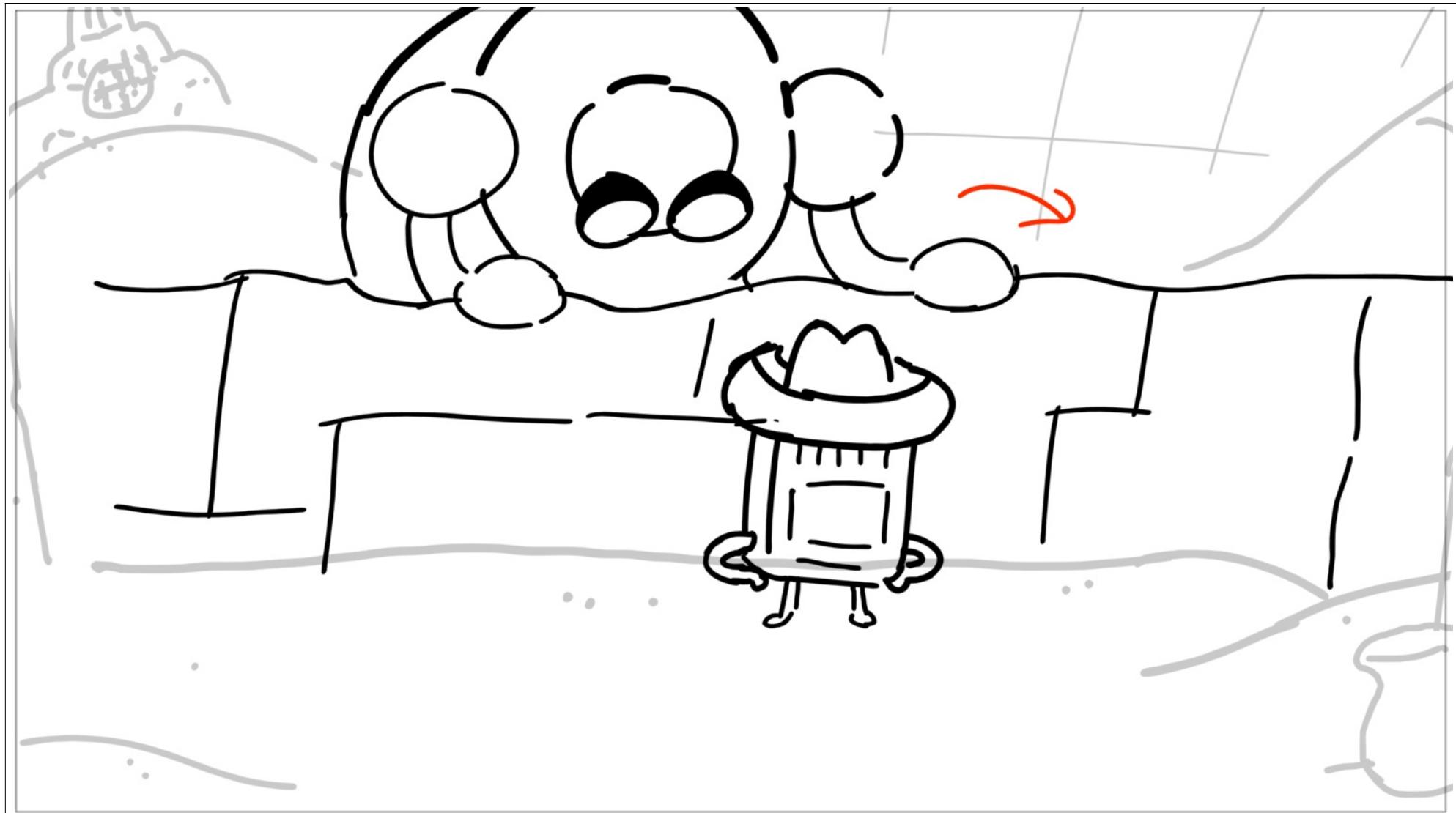
Scene	Duration	Panel	Duration
26	11:00	1	01:00



Dialog

Y5: (os) you've just been summoned to meet some very influential citizens.

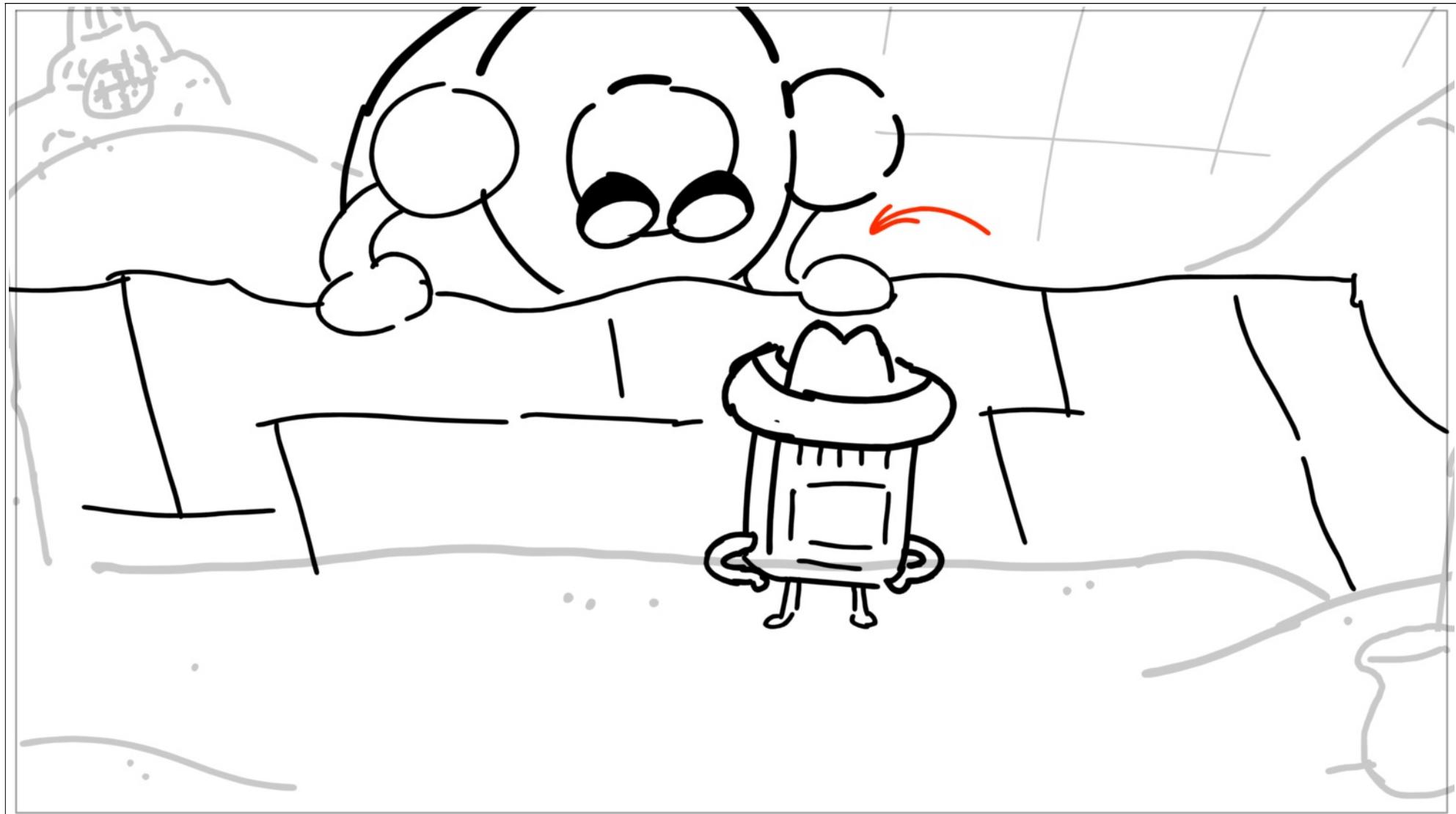
Scene	Duration	Panel	Duration
26	11:00	2	01:00



Dialog

Y5: (os) you've just been summoned to meet some very influential citizens.

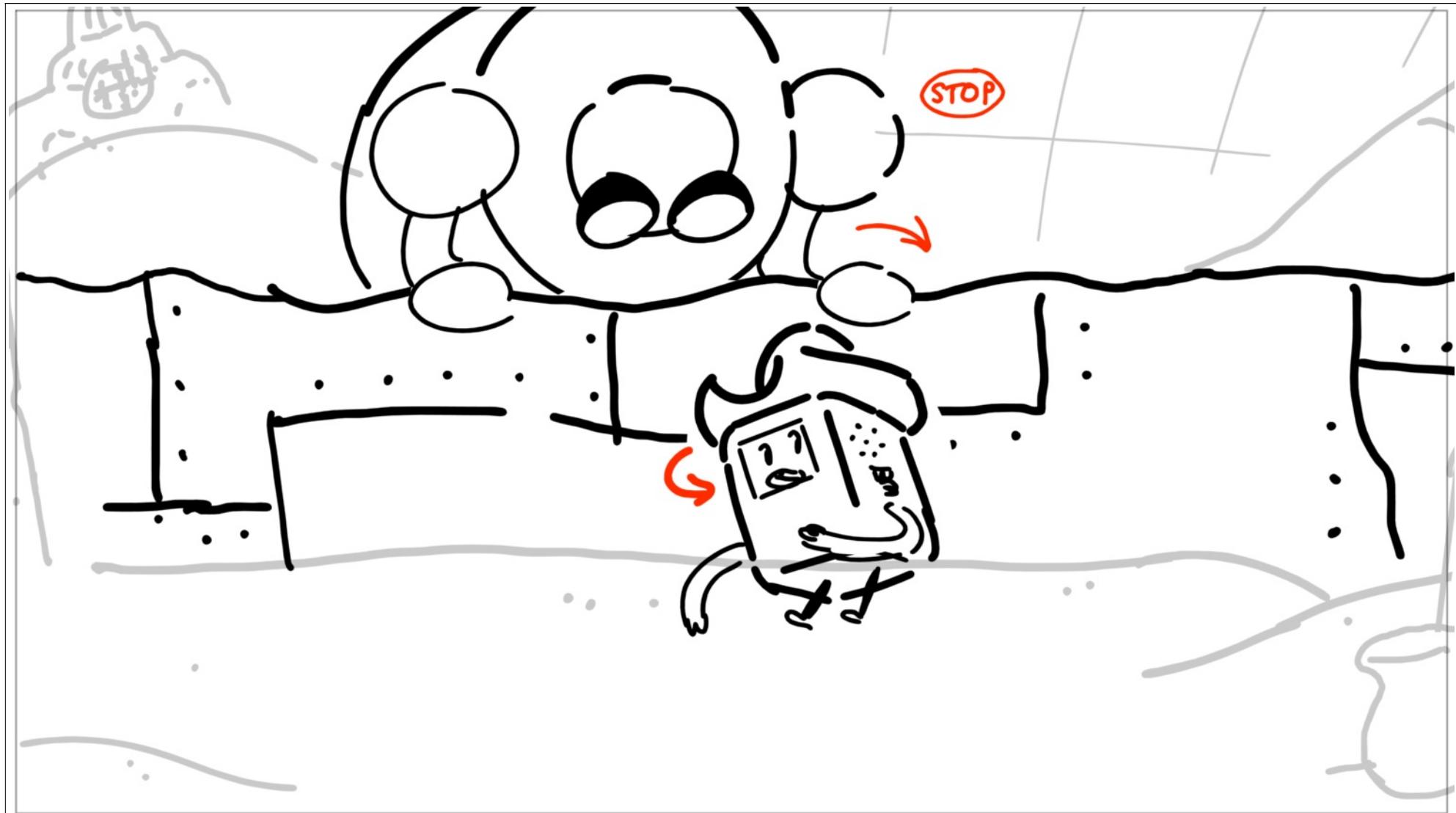
Scene	Duration	Panel	Duration
26	11:00	3	01:00



Dialog

Y5: (os) you've just been summoned to meet some very influential citizens.

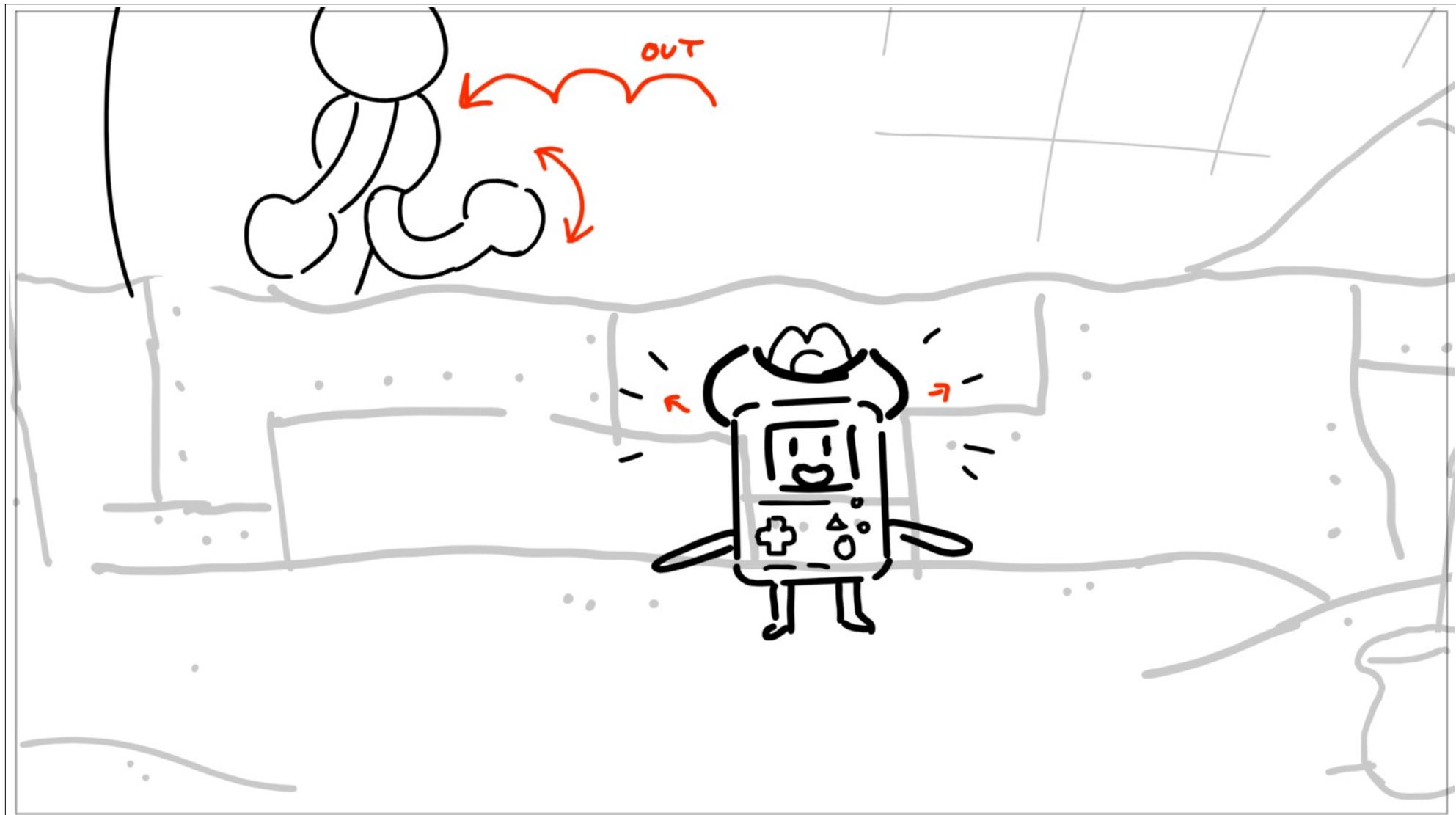
Scene	Duration	Panel	Duration
26	11:00	4	01:00



Dialog

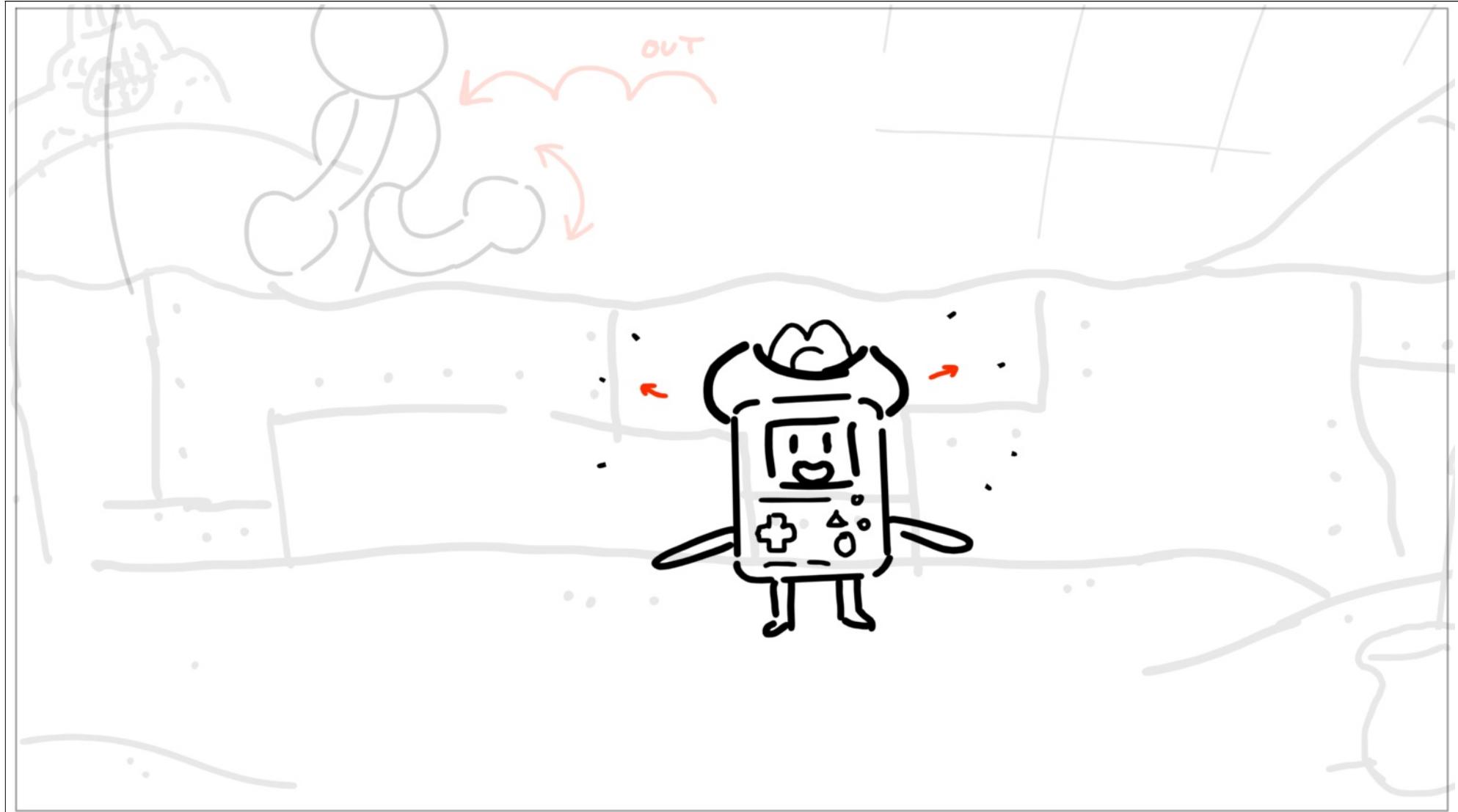
BMO: huh?!

Scene	Duration	Panel	Duration
26	11:00	5	01:00



Dialog
BMO: yes!

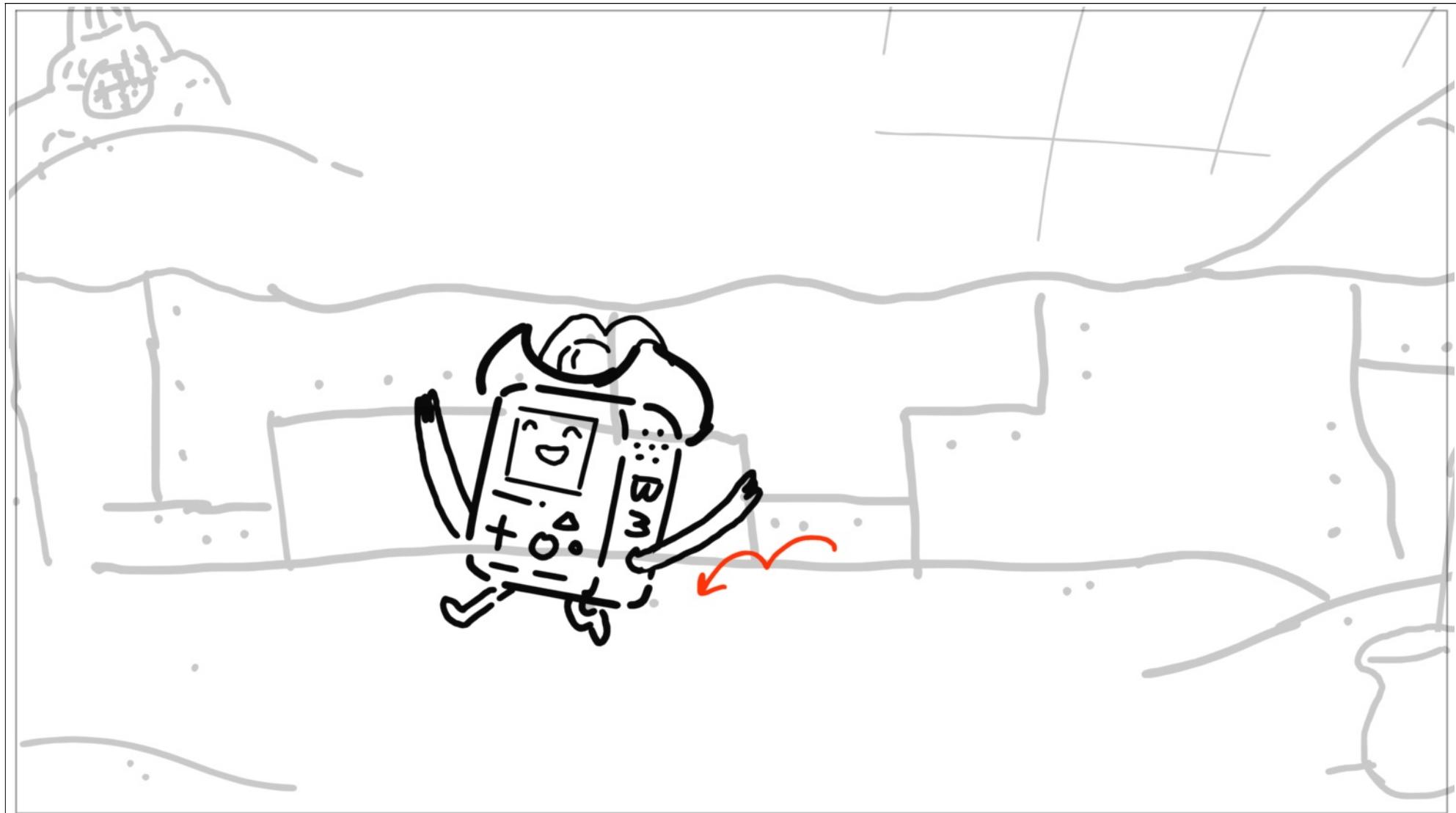
Scene	Duration	Panel	Duration
26	11:00	6	01:00



Dialog

BMO: yes!

Scene	Duration	Panel	Duration
26	11:00	7	01:00



Dialog

BMO: it will give me a chance to check out my new (aggressive) stomping grounds!

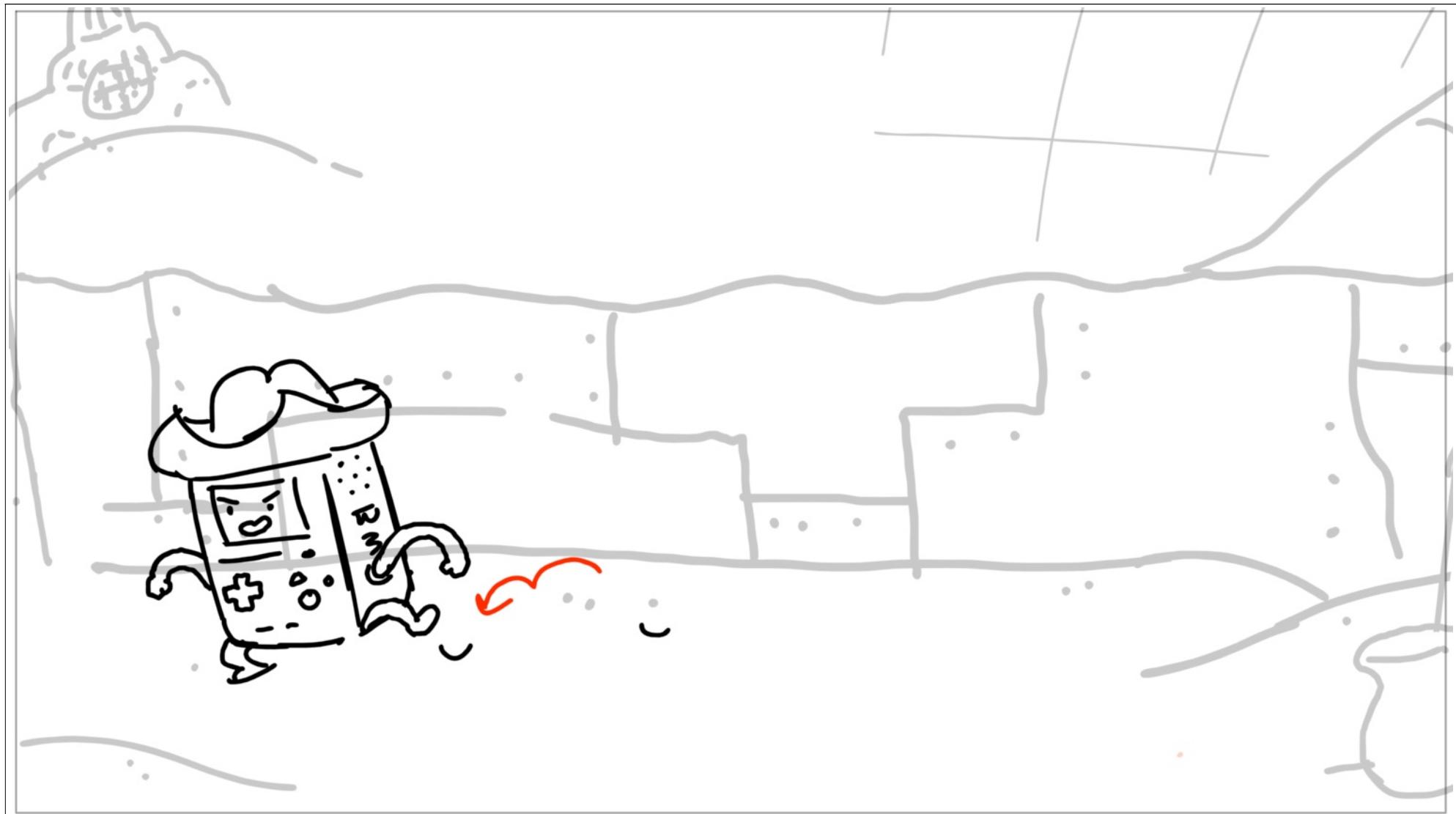
Scene	Duration	Panel	Duration
26	11:00	8	01:00



Dialog

BMO: it will give me a chance to check out my new (aggressive) stomping grounds!

Scene	Duration	Panel	Duration
26	11:00	9	01:00



Dialog

BMO: it will give me a chance to check out my new (aggressive) stomping grounds!

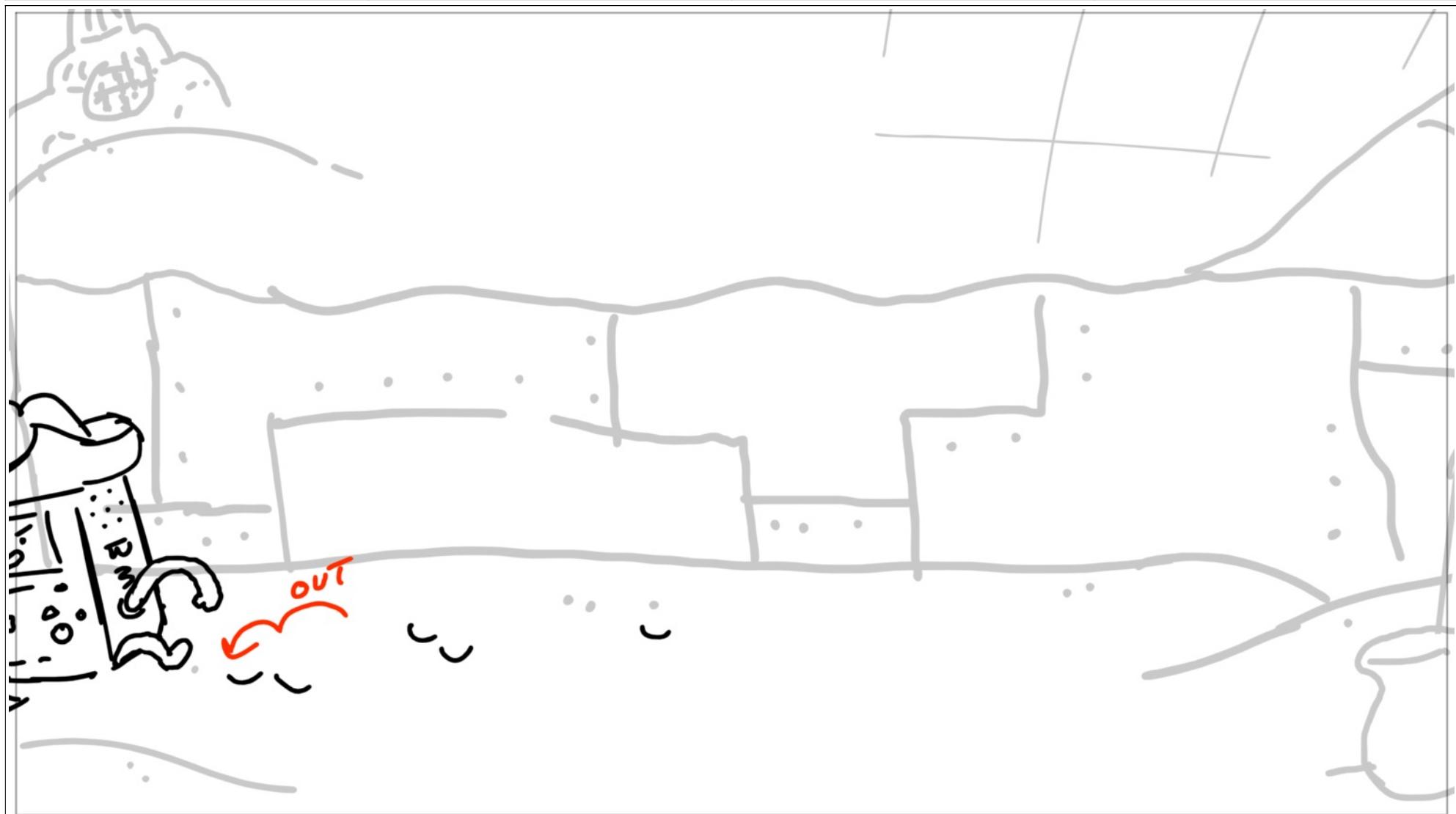
Scene	Duration	Panel	Duration
26	11:00	10	01:00



Dialog

BMO: it will give me a chance to check out my new (aggressive) stomping grounds!

Scene	Duration	Panel	Duration
26	11:00	11	01:00



Dialog

BMO: it will give me a chance to check out my new (aggressive) stomping grounds!

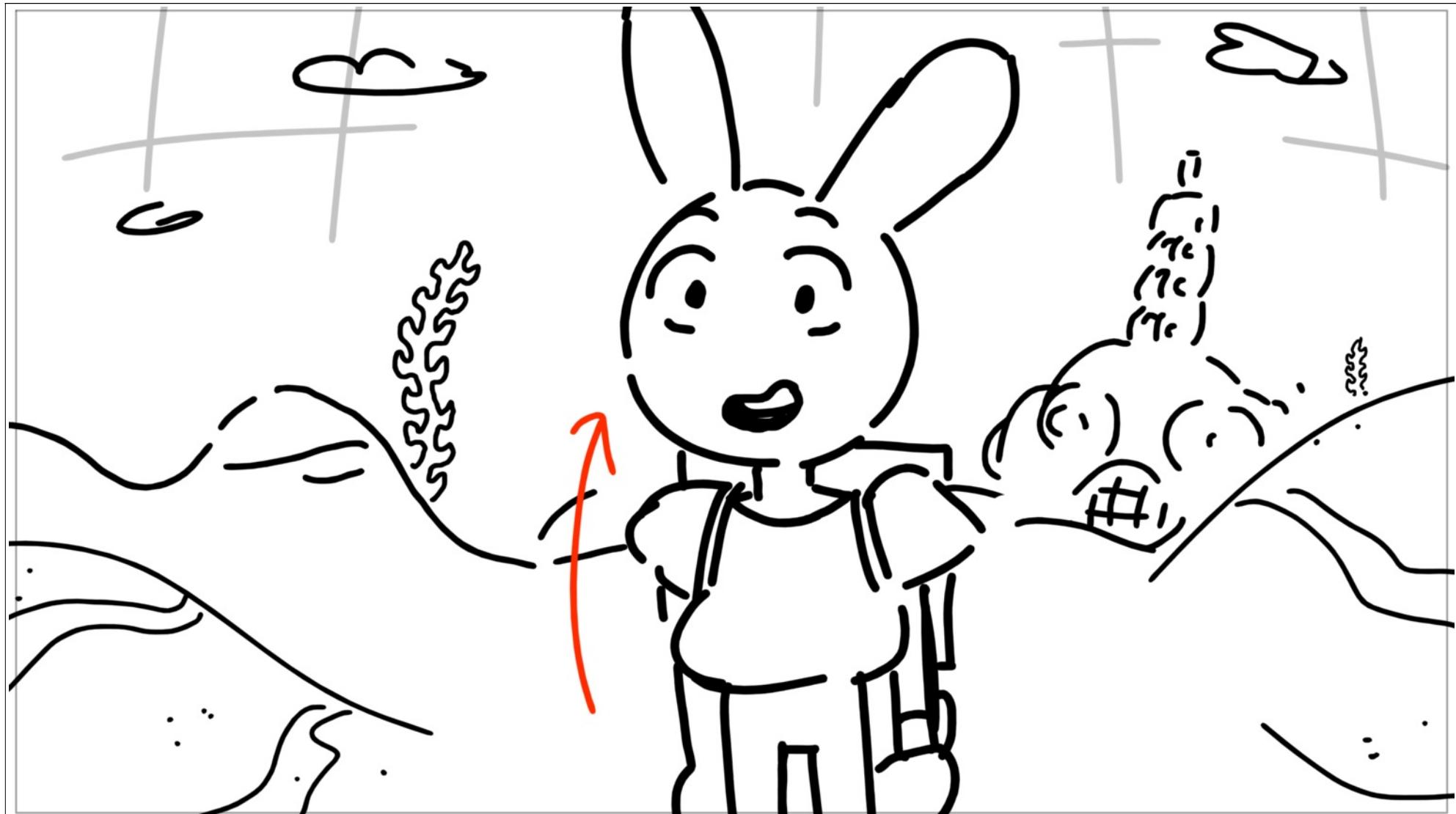
Scene	Duration	Panel	Duration
27	04:00	1	01:00



Action Notes

Y5 starts to stand up

Scene	Duration	Panel	Duration
27	04:00	2	01:00



Dialog

Y5: great!

Scene	Duration	Panel	Duration
27	04:00	3	01:00



BG/SA

Dialog

Y5: (under her breath like shes typing it out) fish... is.... on the... hook.

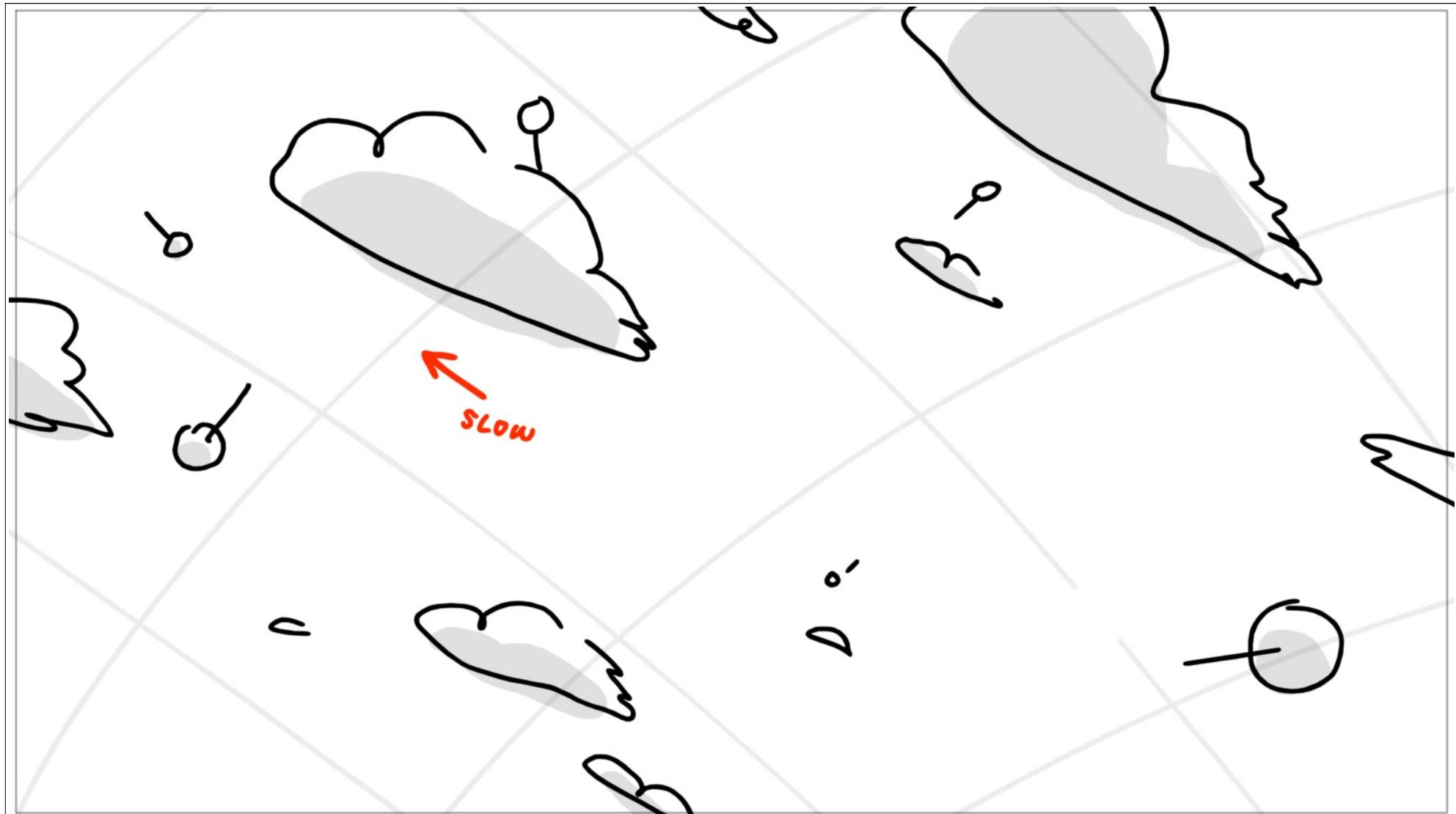
Scene	Duration	Panel	Duration
27	04:00	4	01:00



Dialog

Y5: (under her breath like shes typing it out) fish... is.... on the... hook.

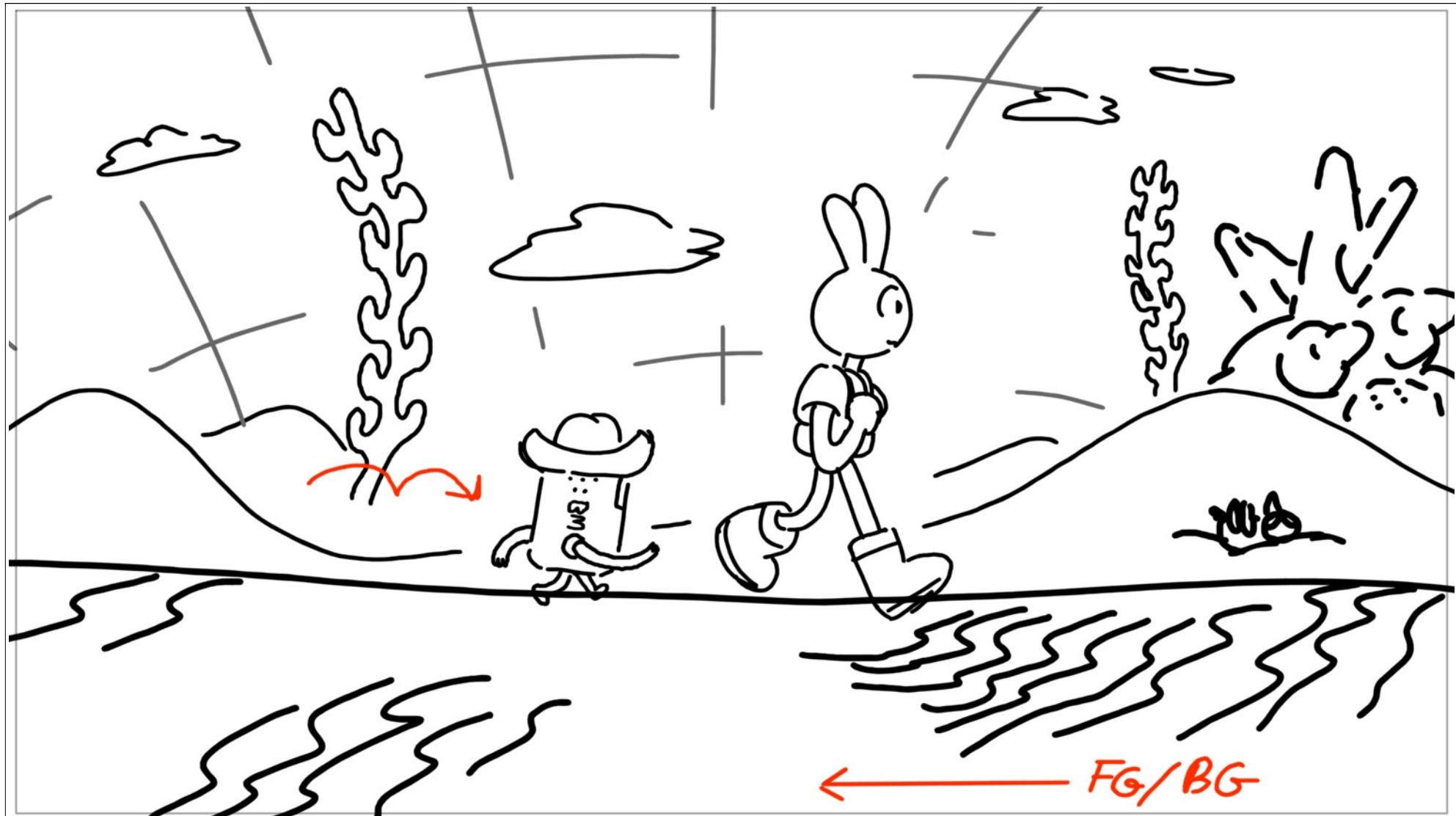
Scene	Duration	Panel	Duration
28	01:00	1	01:00



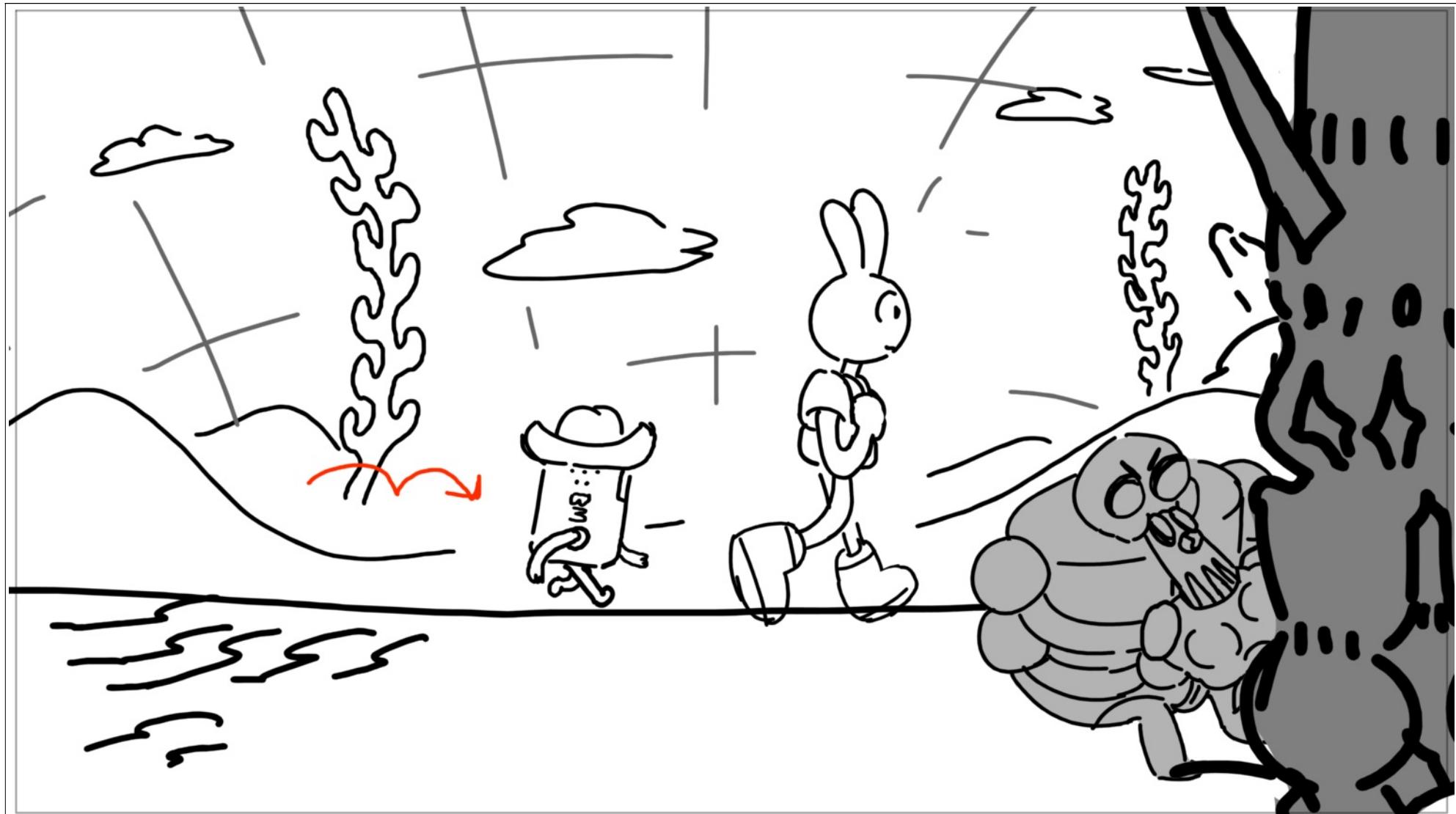
Action Notes

clouds passing by slowly- [...] -

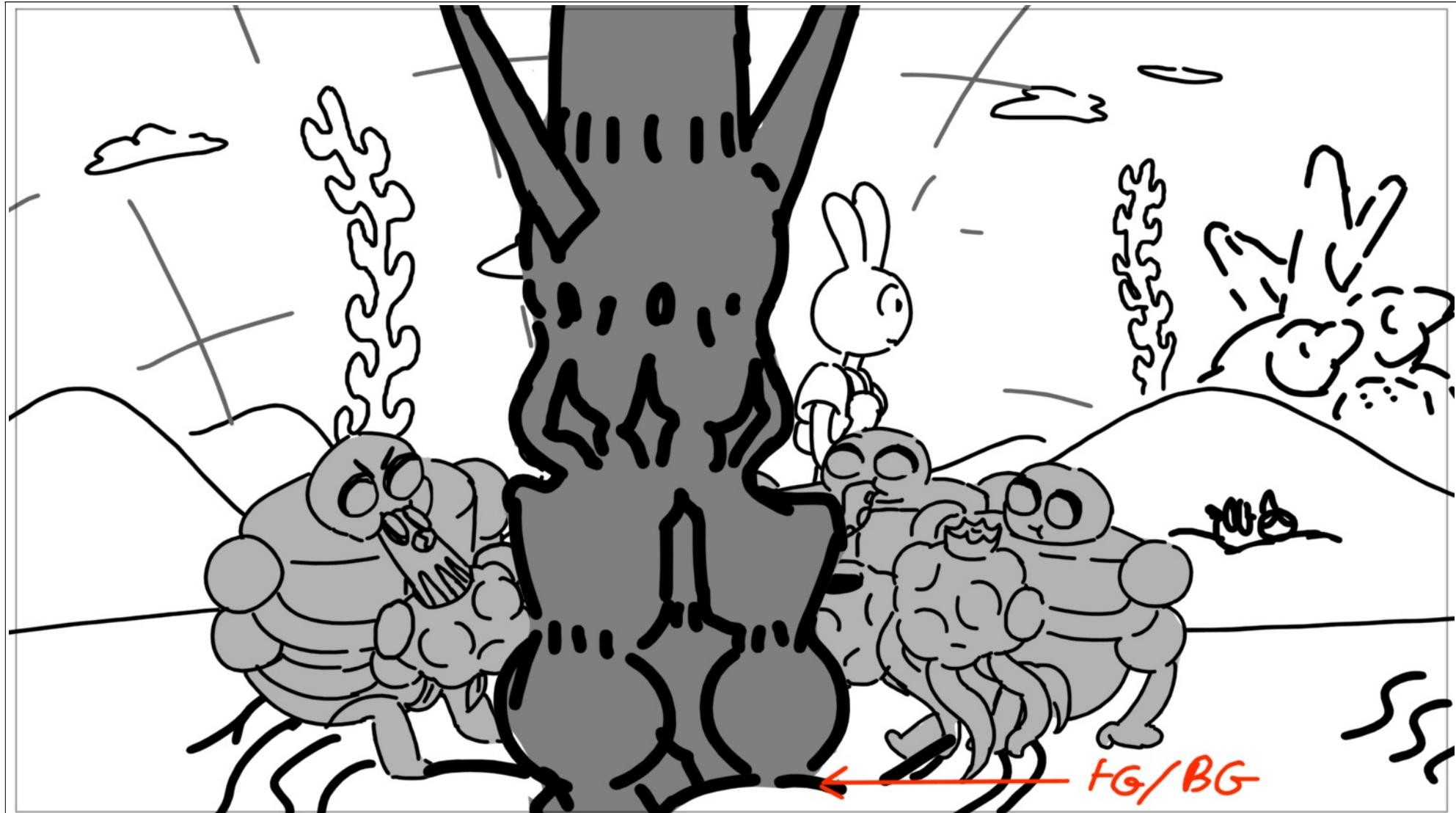
Scene	Duration	Panel	Duration
29	08:00	1	01:00



Scene	Duration	Panel	Duration
29	08:00	2	01:00



Scene	Duration	Panel	Duration
29	08:00	3	01:00



Scene	Duration	Panel	Duration
29	08:00	4	01:00



Scene	Duration	Panel	Duration
29	08:00	5	01:00



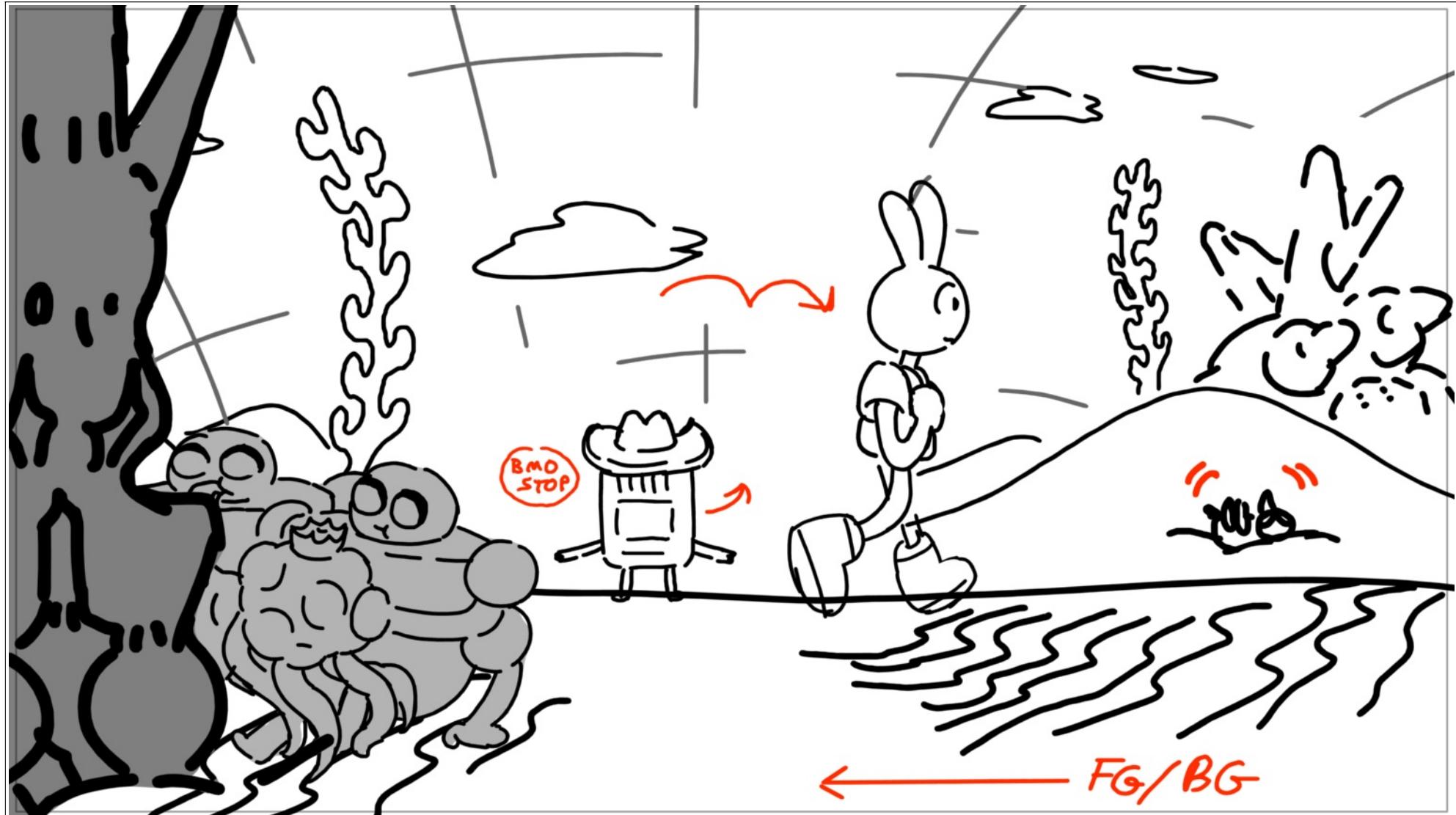
Scene	Duration	Panel	Duration
29	08:00	6	01:00



Scene	Duration	Panel	Duration
29	08:00	7	01:00



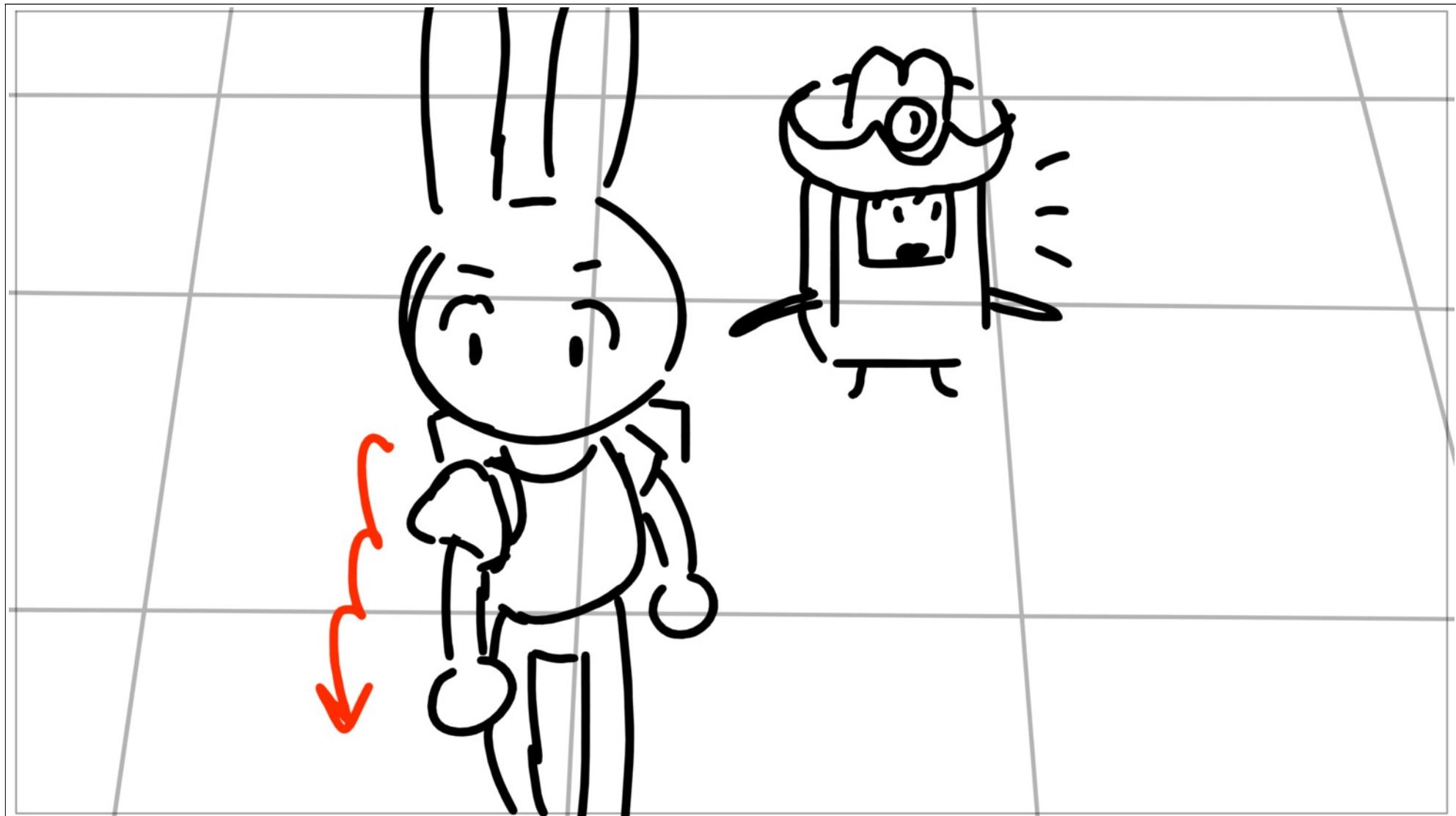
Scene	Duration	Panel	Duration
29	08:00	8	01:00



Dialog

BMO: [gasp]

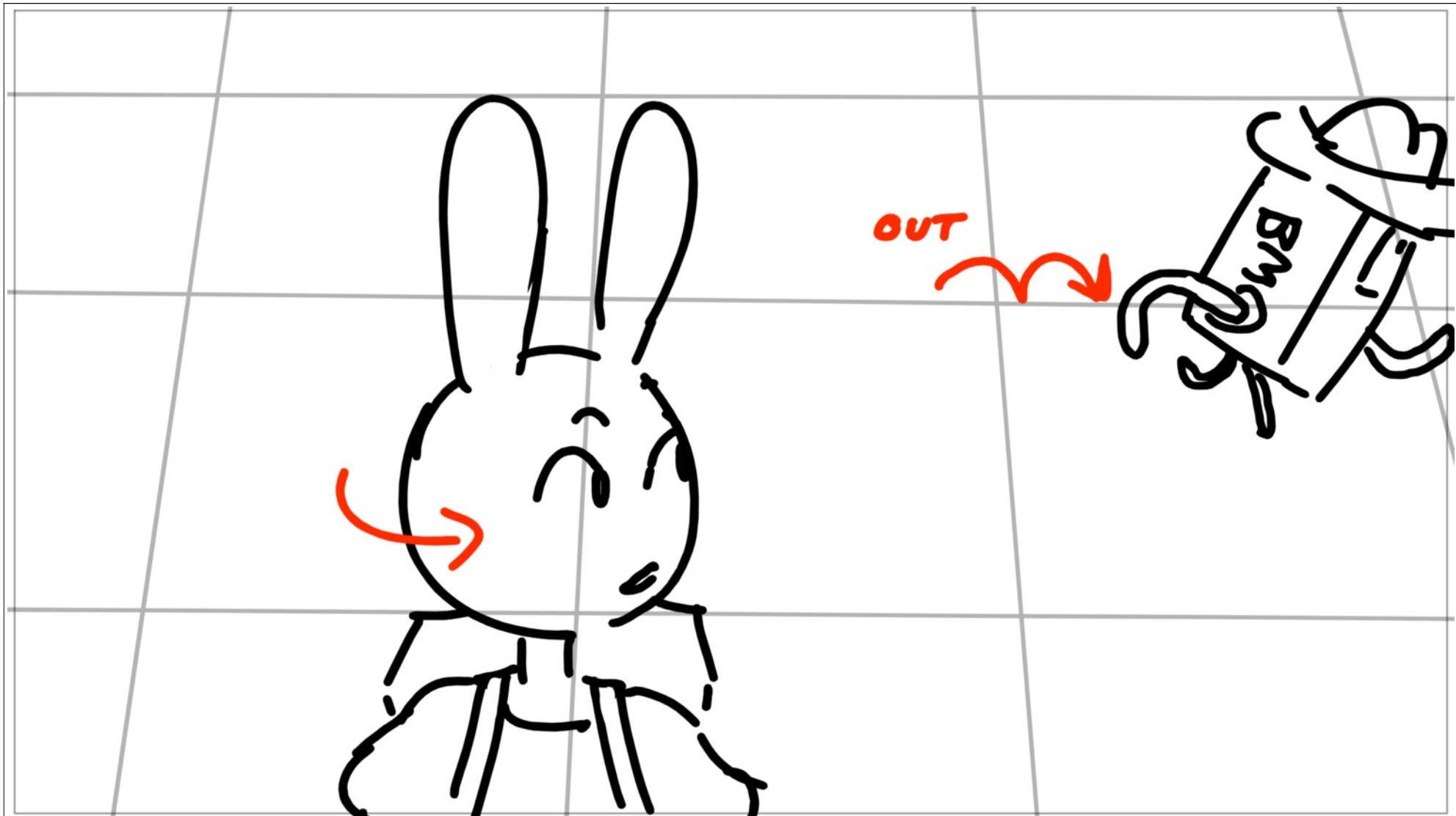
Scene	Duration	Panel	Duration
30	02:00	1	01:00



Action Notes

something catches BMO's eye

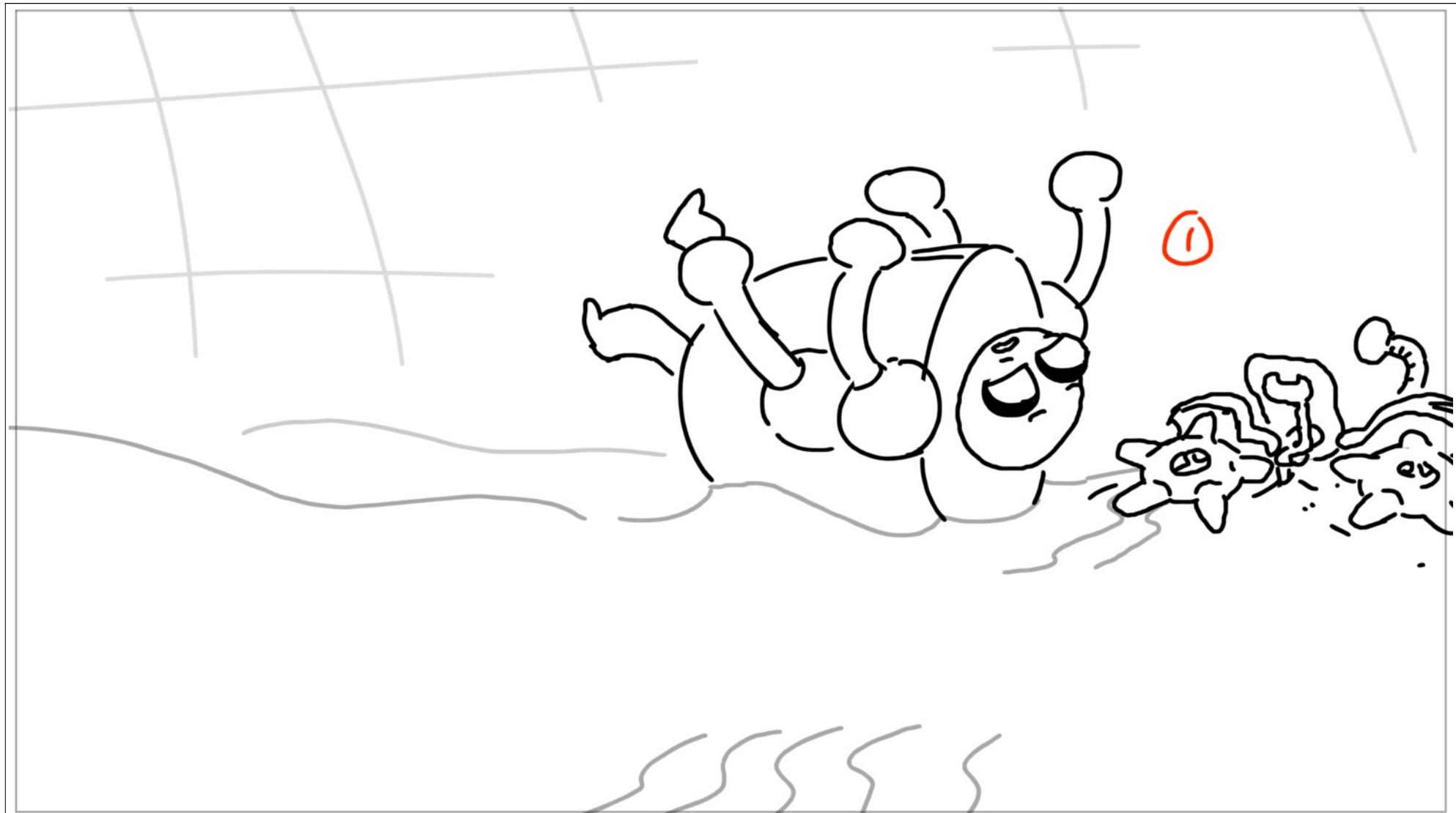
Scene	Duration	Panel	Duration
30	02:00	2	01:00



Action Notes

BMO runs off, Y5 turns around

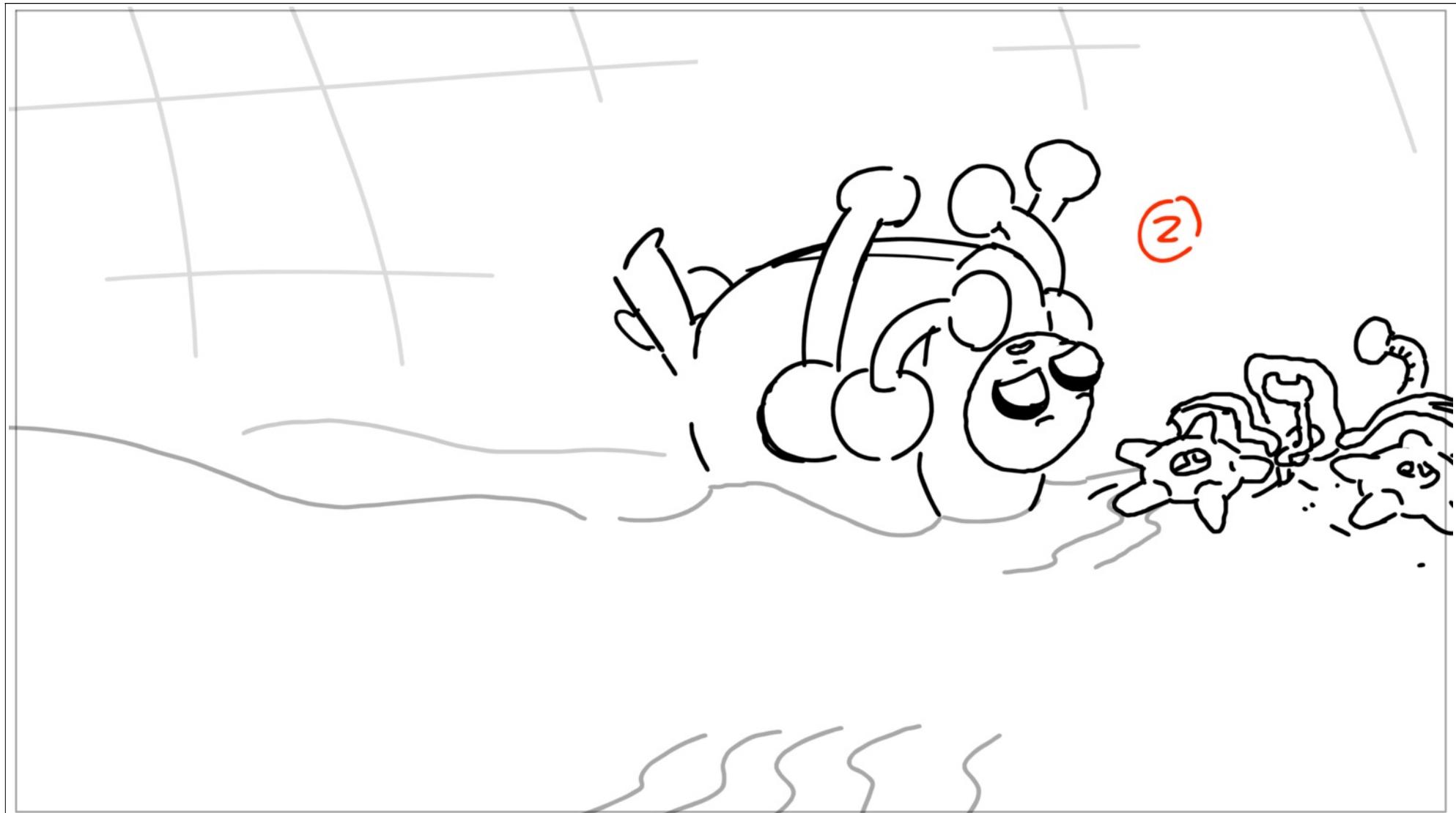
Scene	Duration	Panel	Duration
31	05:00	1	01:00



Dialog

SP: [groaning]

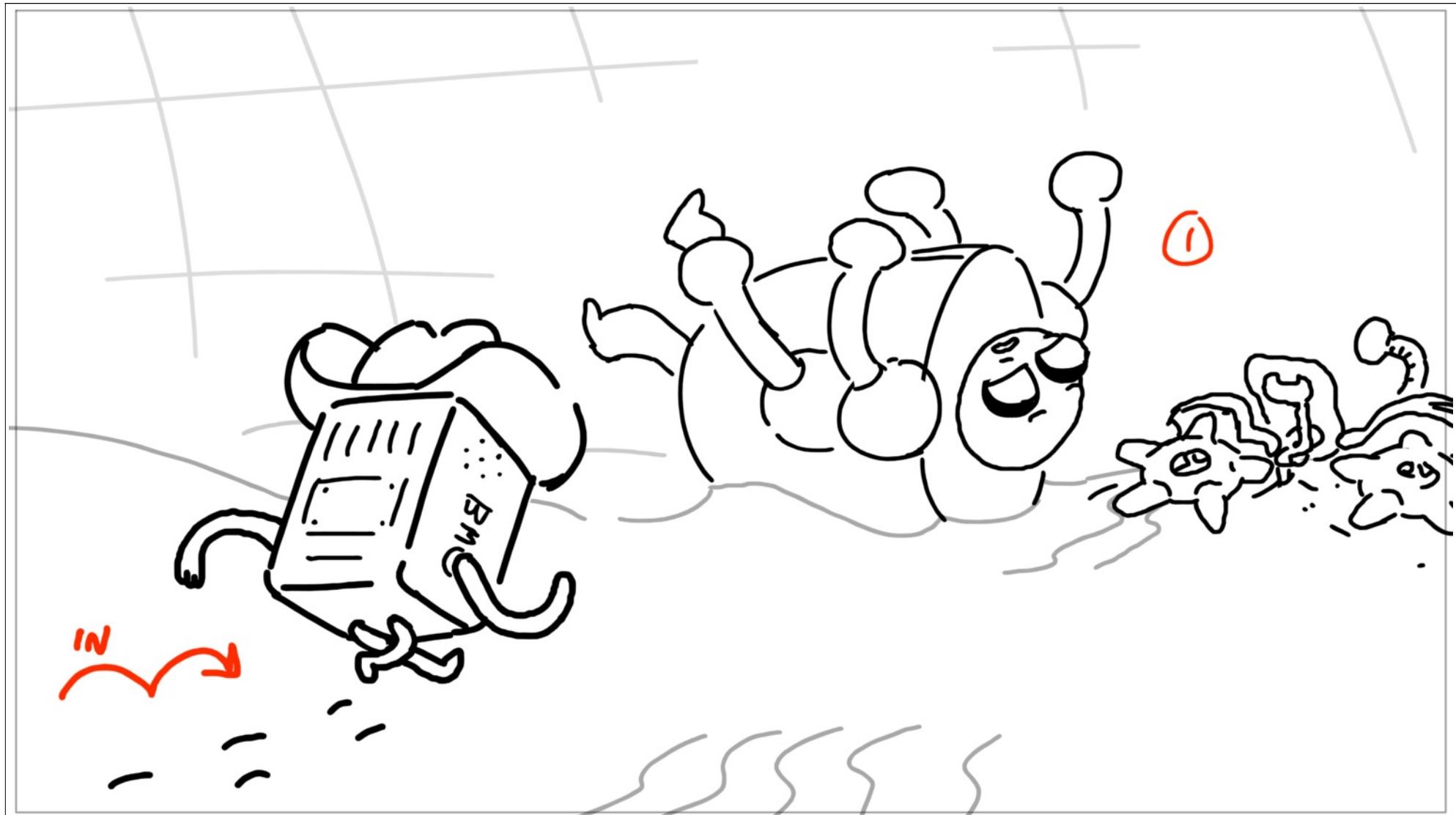
Scene	Duration	Panel	Duration
31	05:00	2	01:00



Dialog

SP: [groaning]

Scene	Duration	Panel	Duration
31	05:00	3	01:00



Dialog

SP: [groaning]

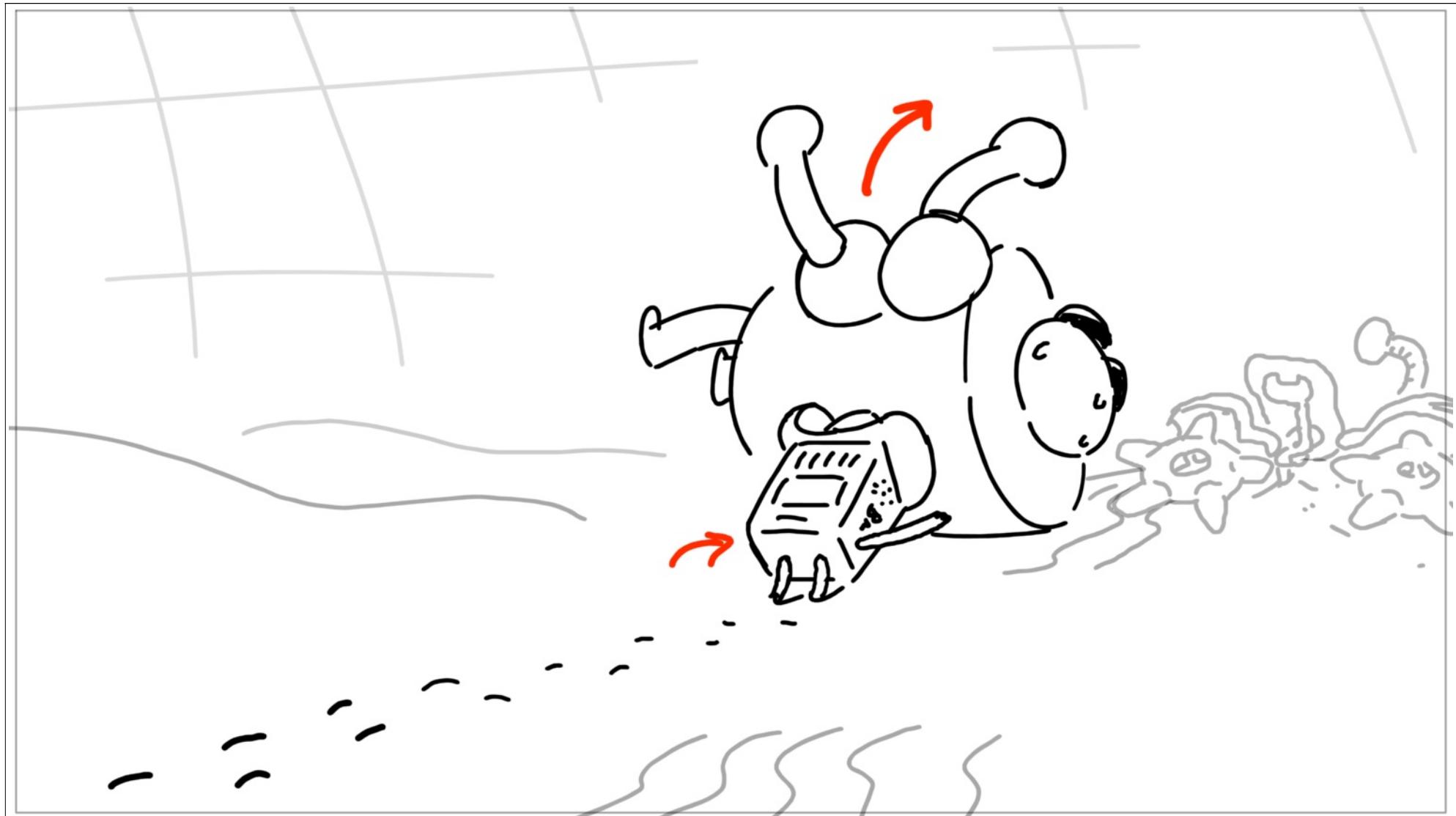
Scene	Duration	Panel	Duration
31	05:00	4	01:00



Dialog

SP: AHH! [...] !

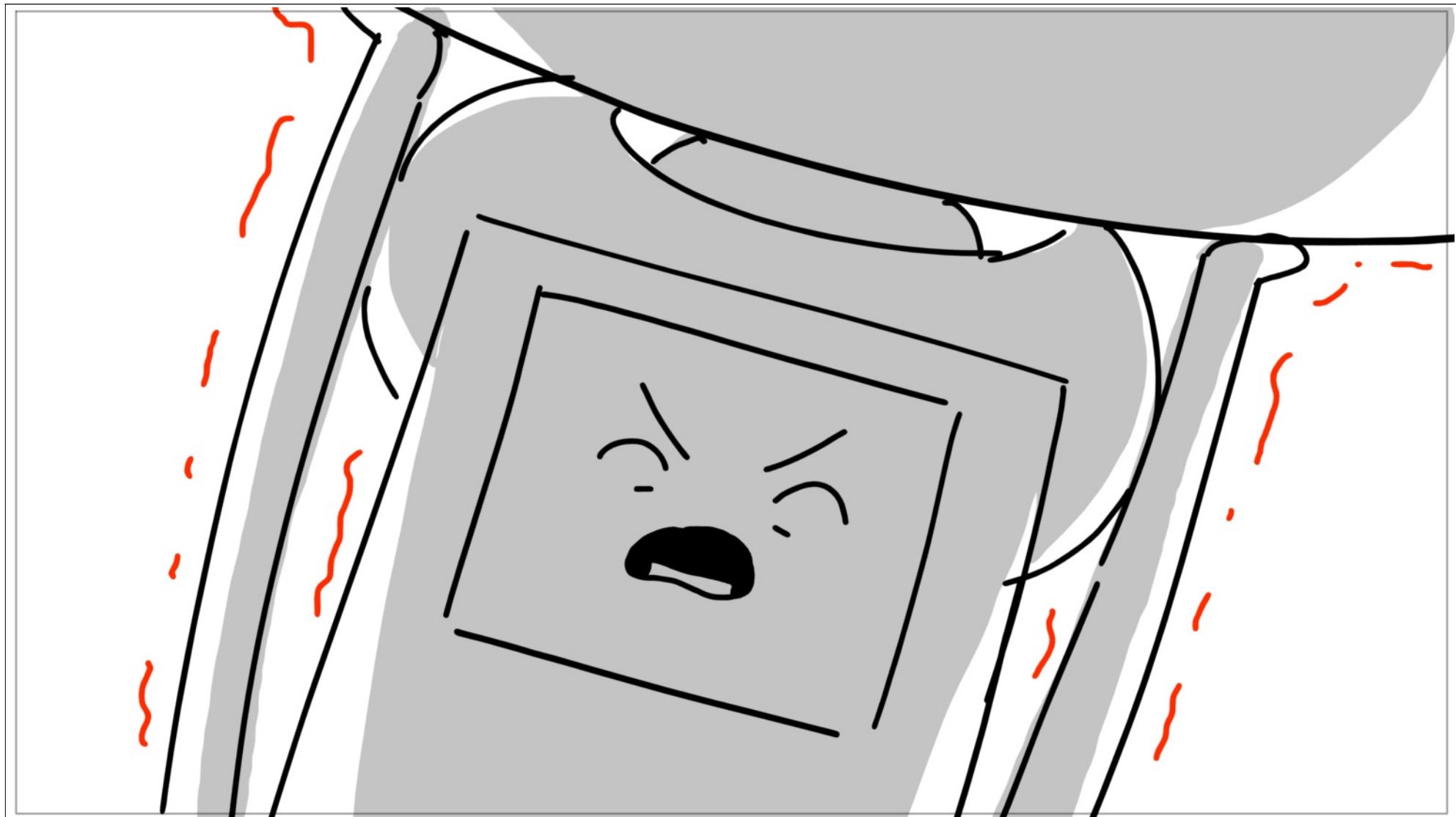
Scene	Duration	Panel	Duration
31	05:00	5	01:00



Dialog

SP: hey!! get off me!!

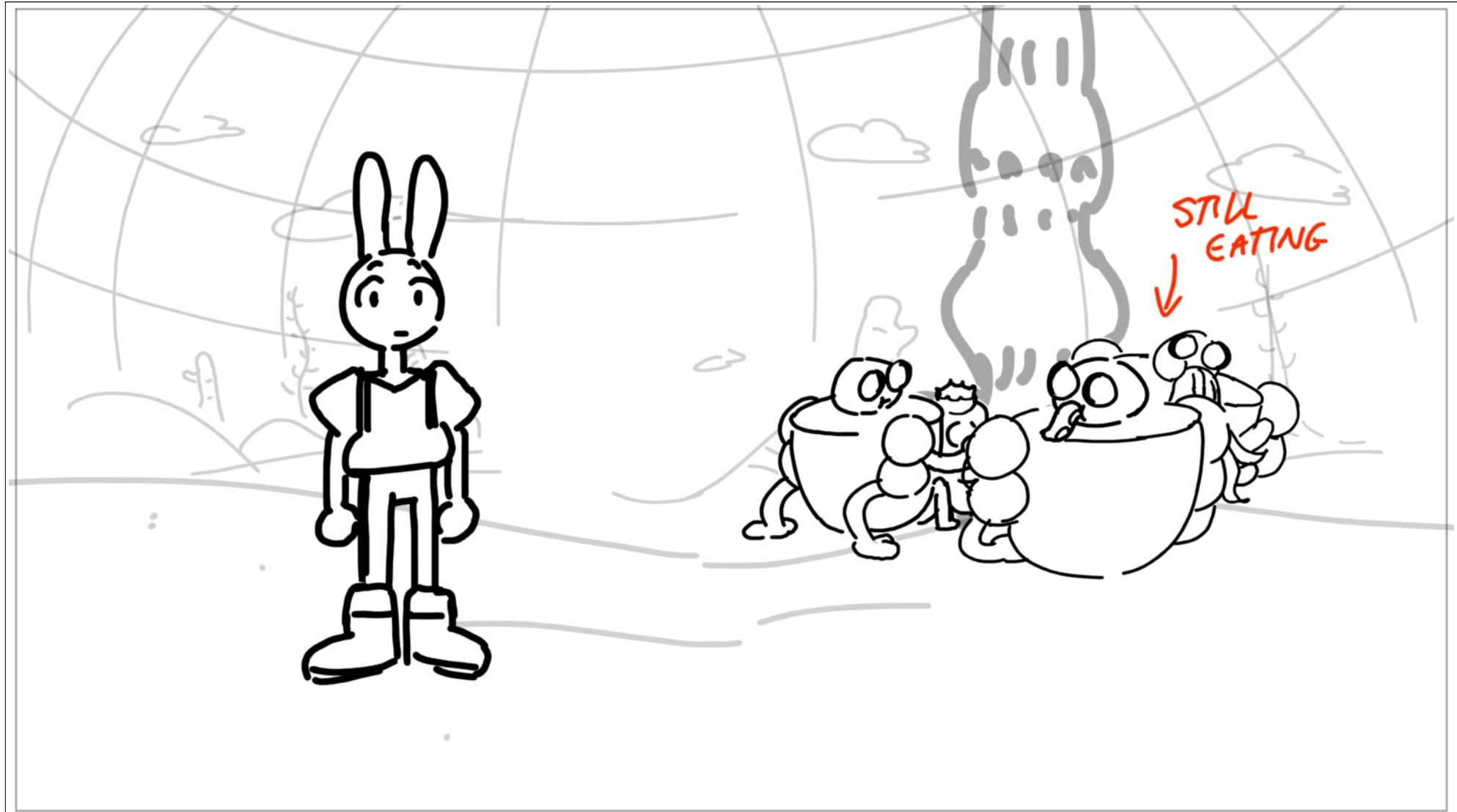
Scene	Duration	Panel	Duration
32	01:00	1	01:00



Dialog

BMO: i am helping you!

Scene	Duration	Panel	Duration
33	02:00	1	01:00



Dialog

SP: (o/s) I'm being attacked!!! [...] !

Scene	Duration	Panel	Duration
33	02:00	2	01:00



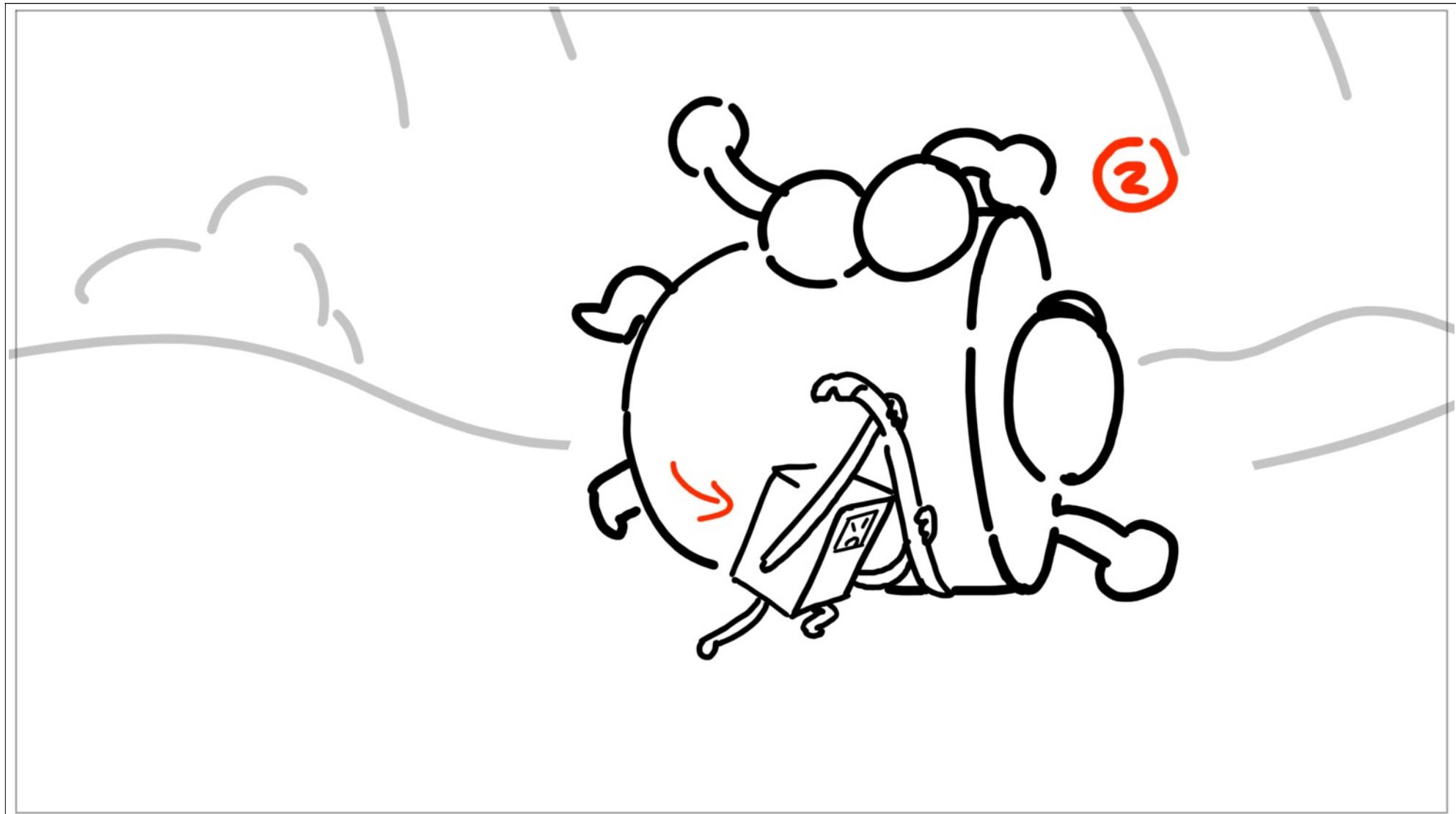
Dialog

BMO: (o/s) quit your fussing! [...] !

Scene	Duration	Panel	Duration
34	07:23	1	01:00



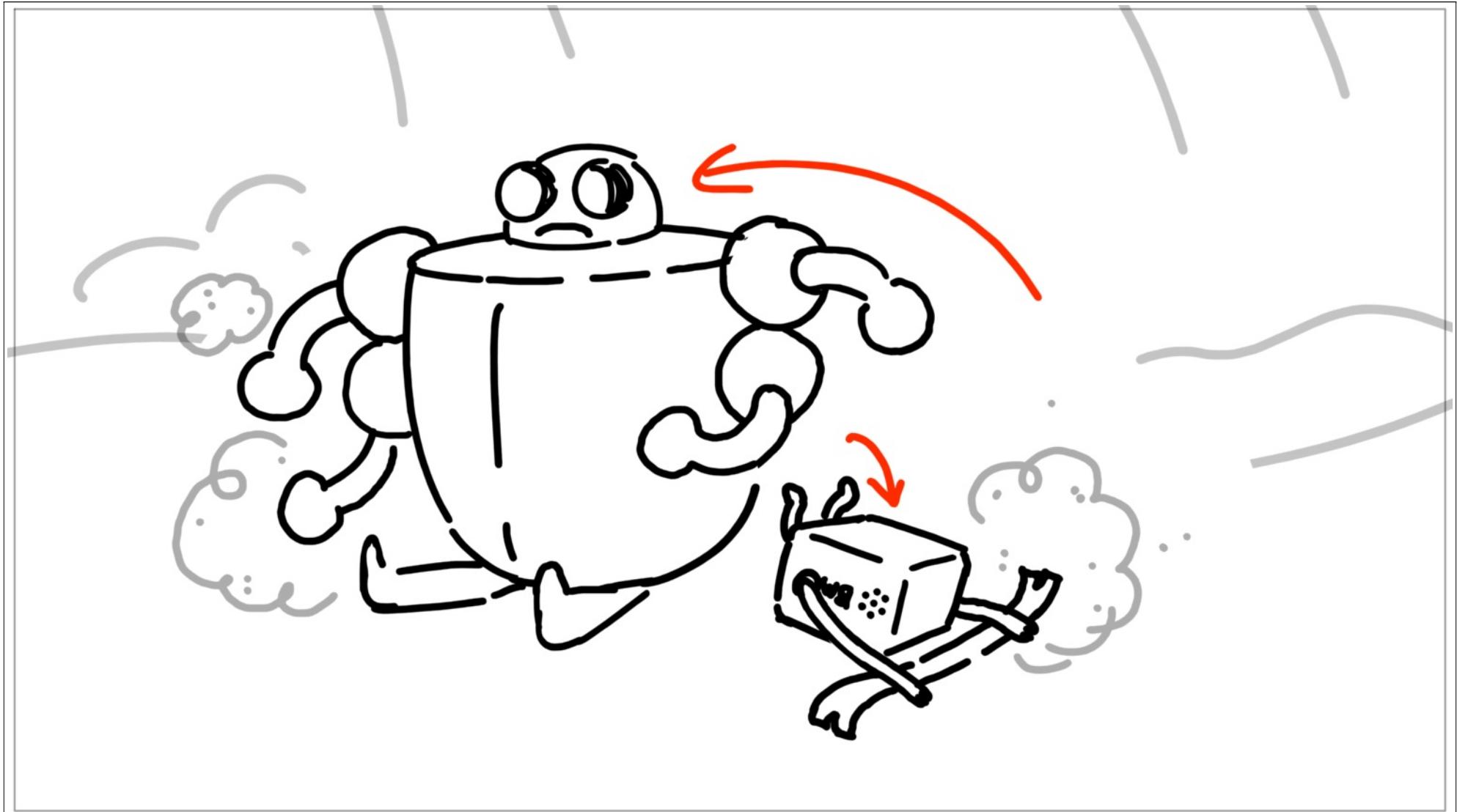
Scene	Duration	Panel	Duration
34	07:23	2	00:23



Scene	Duration	Panel	Duration
34	07:23	3	01:00



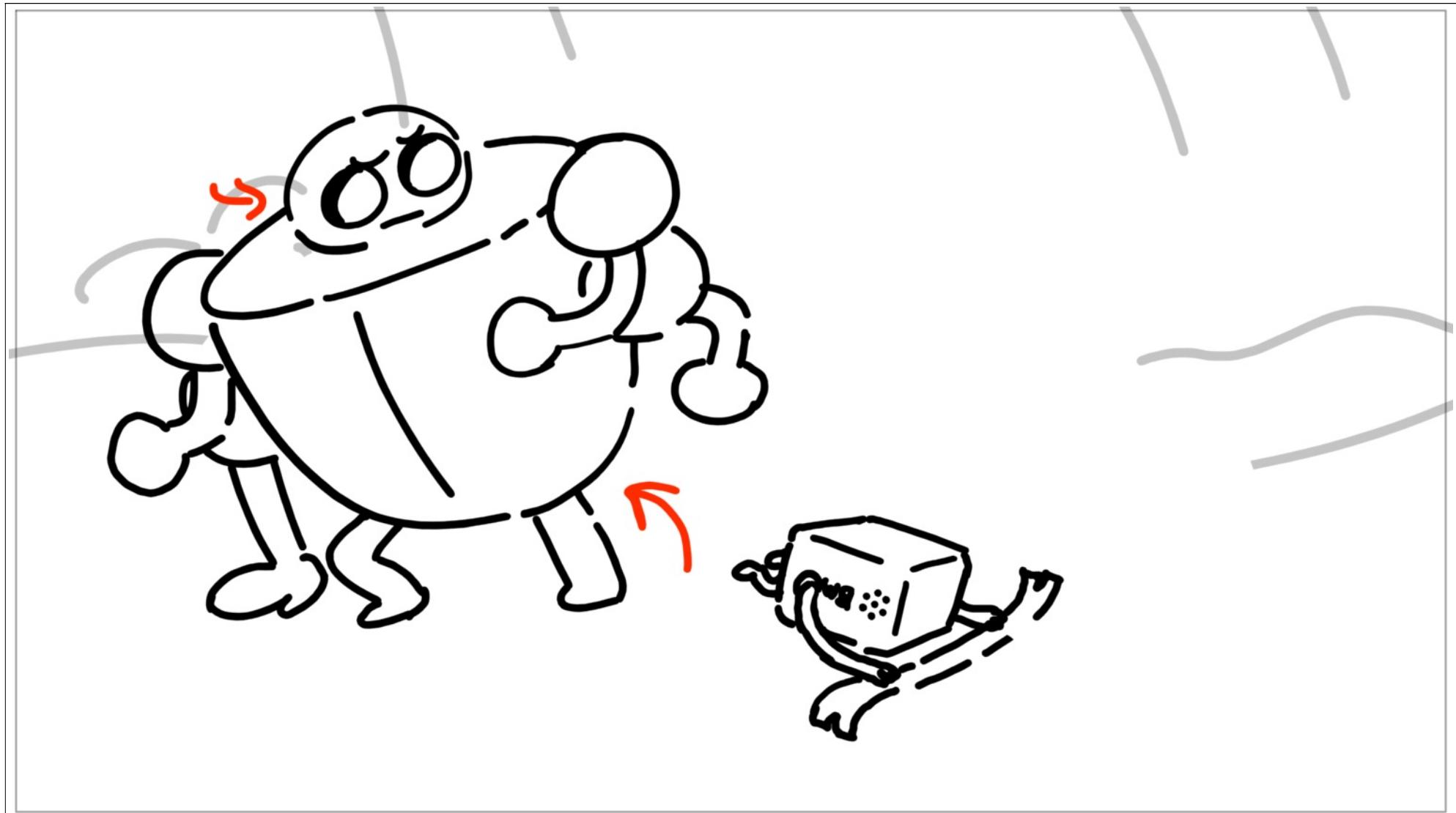
Scene	Duration	Panel	Duration
34	07:23	4	01:00



Action Notes

BMO flips the SP back up into a seated position

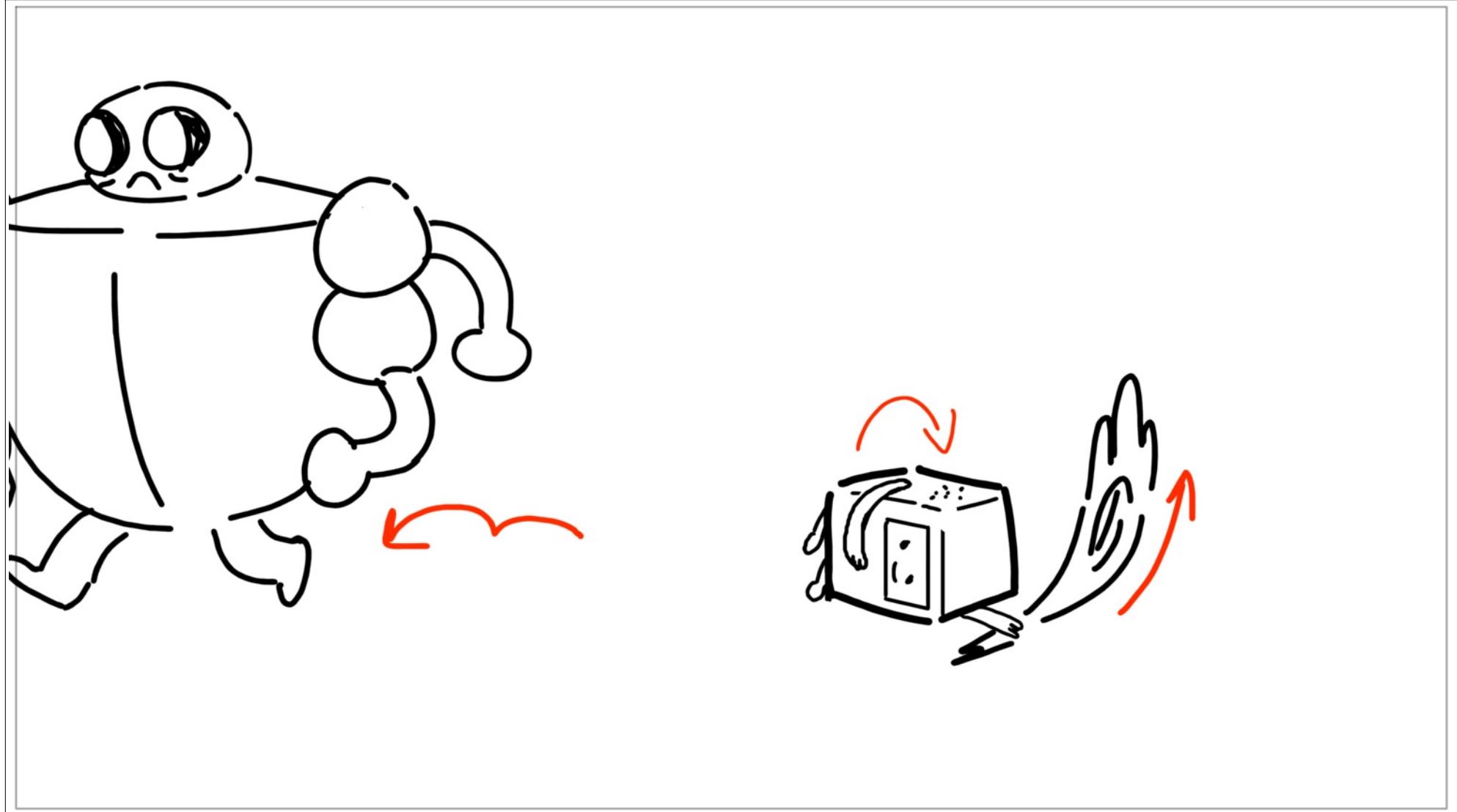
Scene	Duration	Panel	Duration
34	07:23	5	01:00



Action Notes

BMO flips the SP back up into a seated position

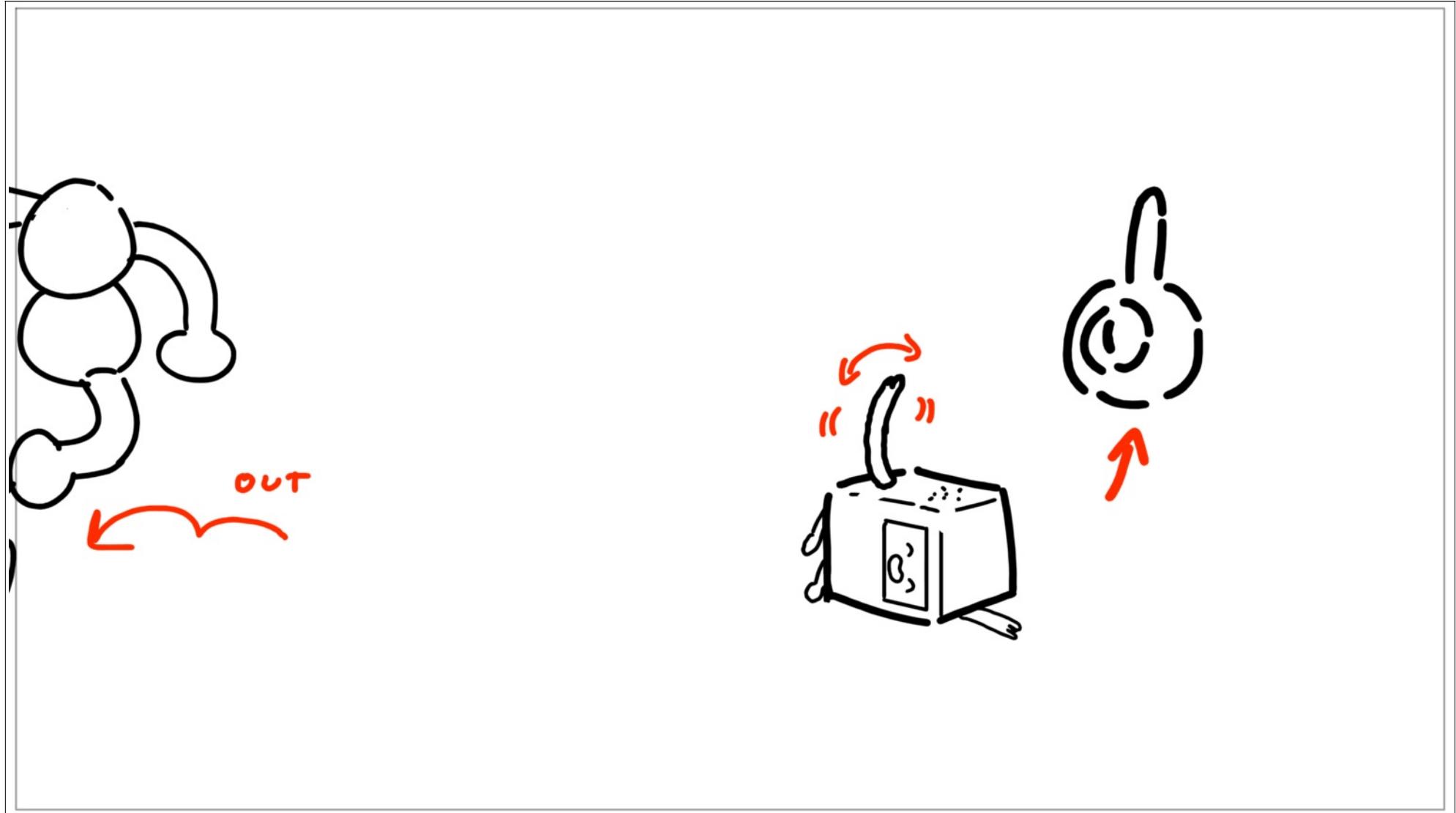
Scene	Duration	Panel	Duration
34	07:23	6	01:00



Action Notes

SP gets up, looking uncomfortably at BM [...] O

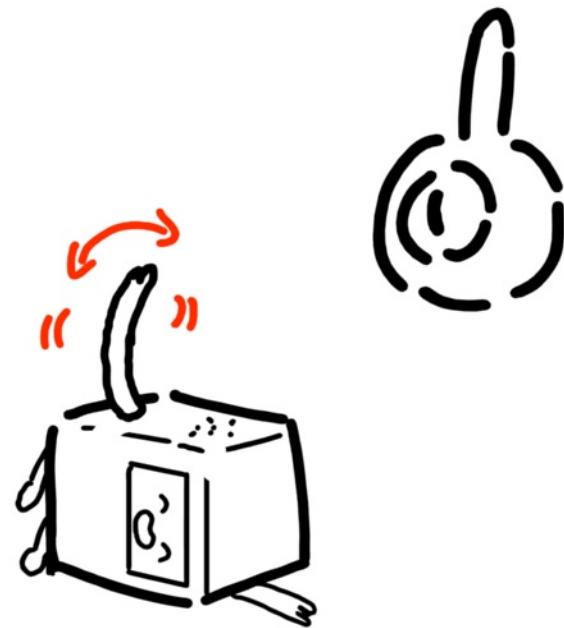
Scene	Duration	Panel	Duration
34	07:23	7	01:00



Dialog

BMO: you're welcome!!

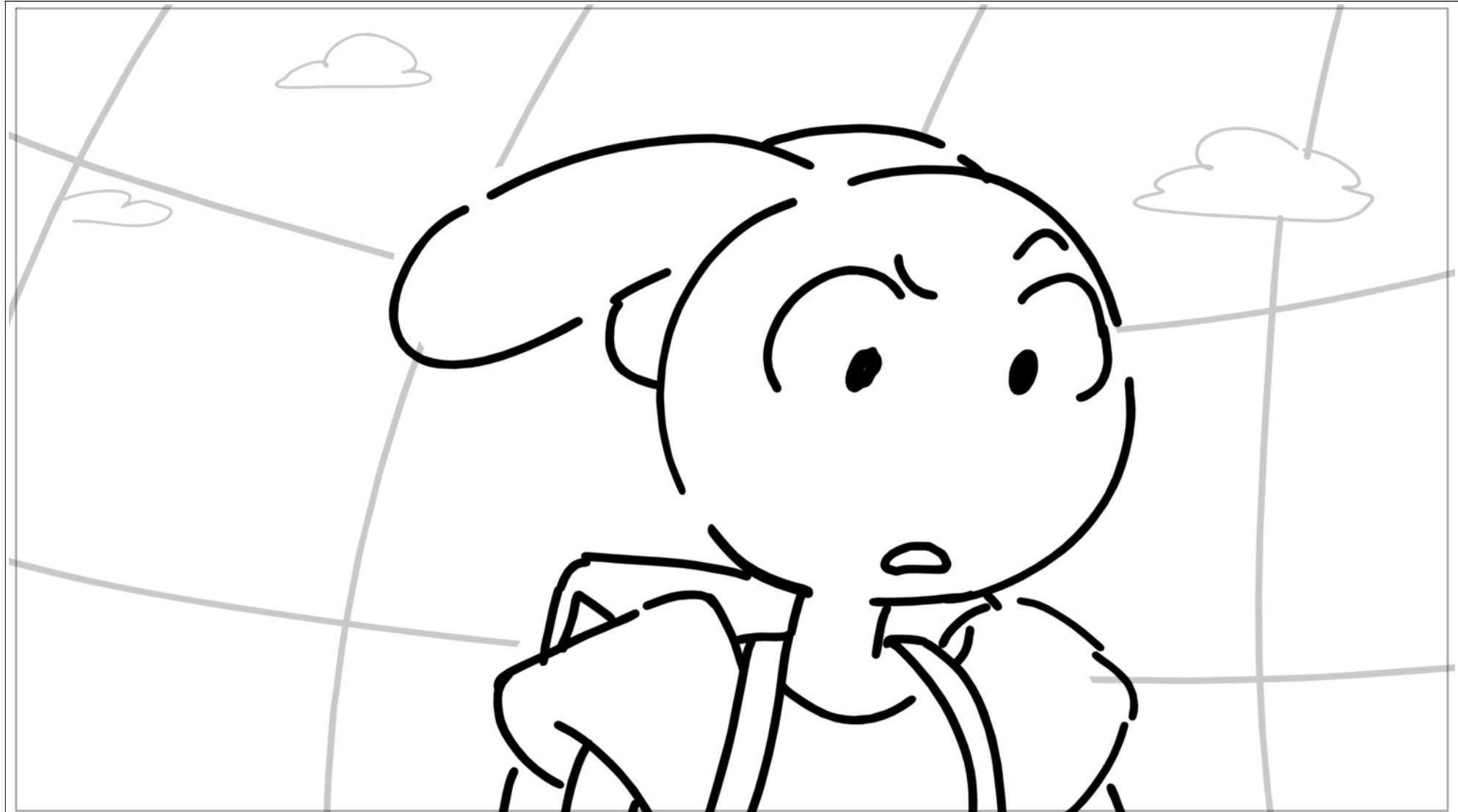
Scene	Duration	Panel	Duration
34	07:23	8	01:00



Dialog

BMO: you're welcome!!

Scene	Duration	Panel	Duration
35	03:00	1	01:00



Dialog

Y5: [to herself] this robot expends energy in ways that..

Scene	Duration	Panel	Duration
35	03:00	2	01:00



Dialog

Y5: ...yield no benefit?

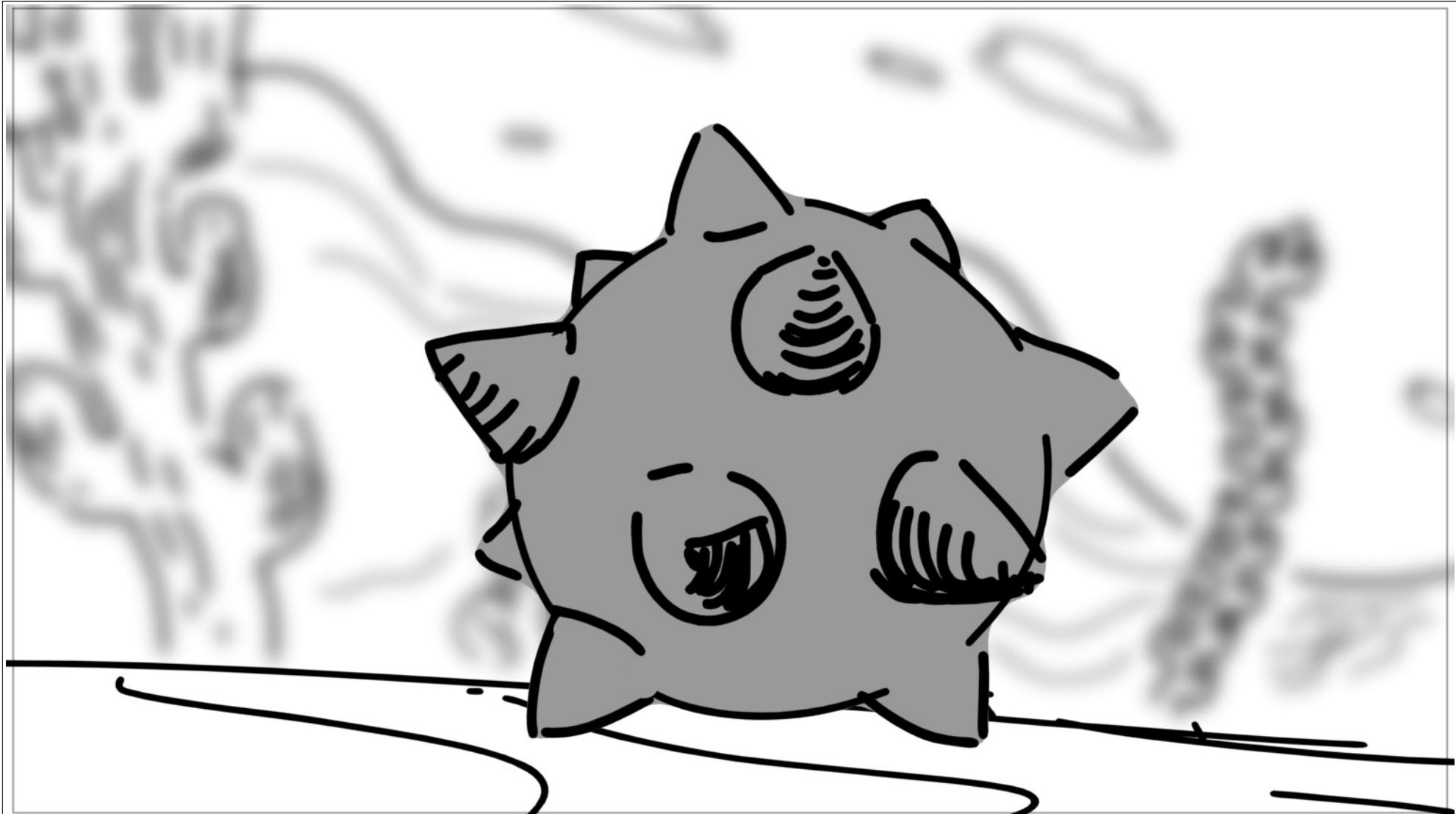
Scene	Duration	Panel	Duration
35	03:00	3	01:00



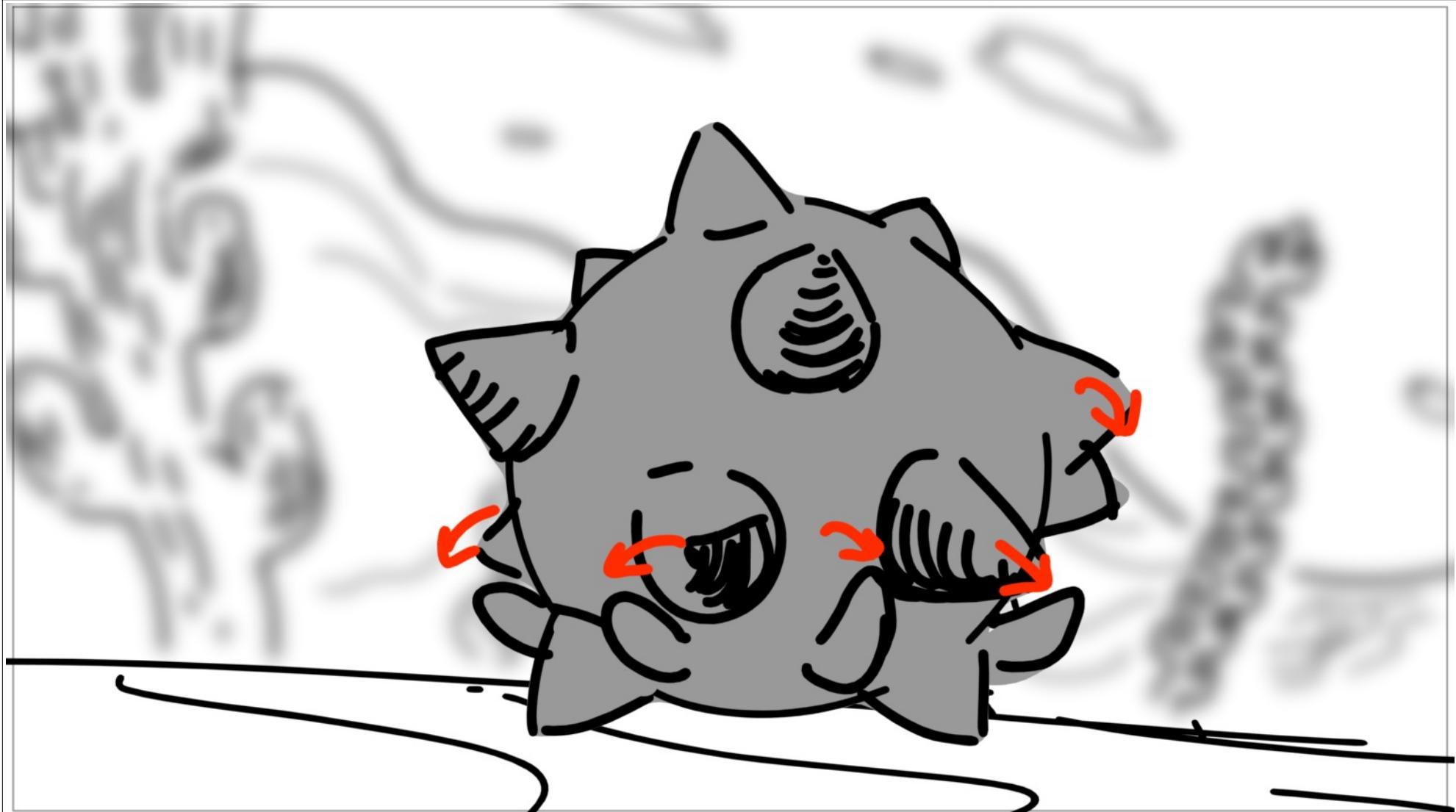
Dialog

Y5: [to herself] so weird.....

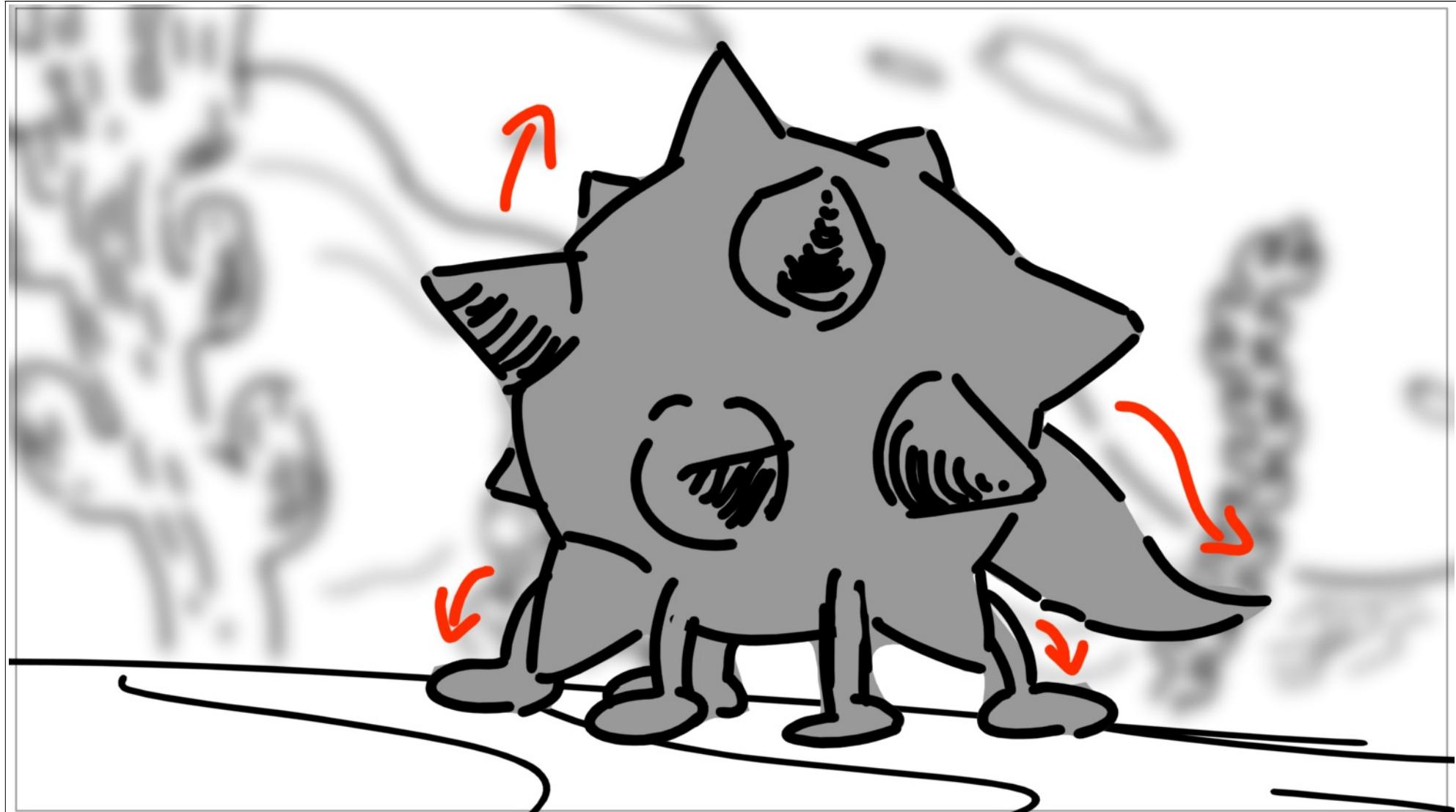
Scene	Duration	Panel	Duration
36	09:00	1	01:00



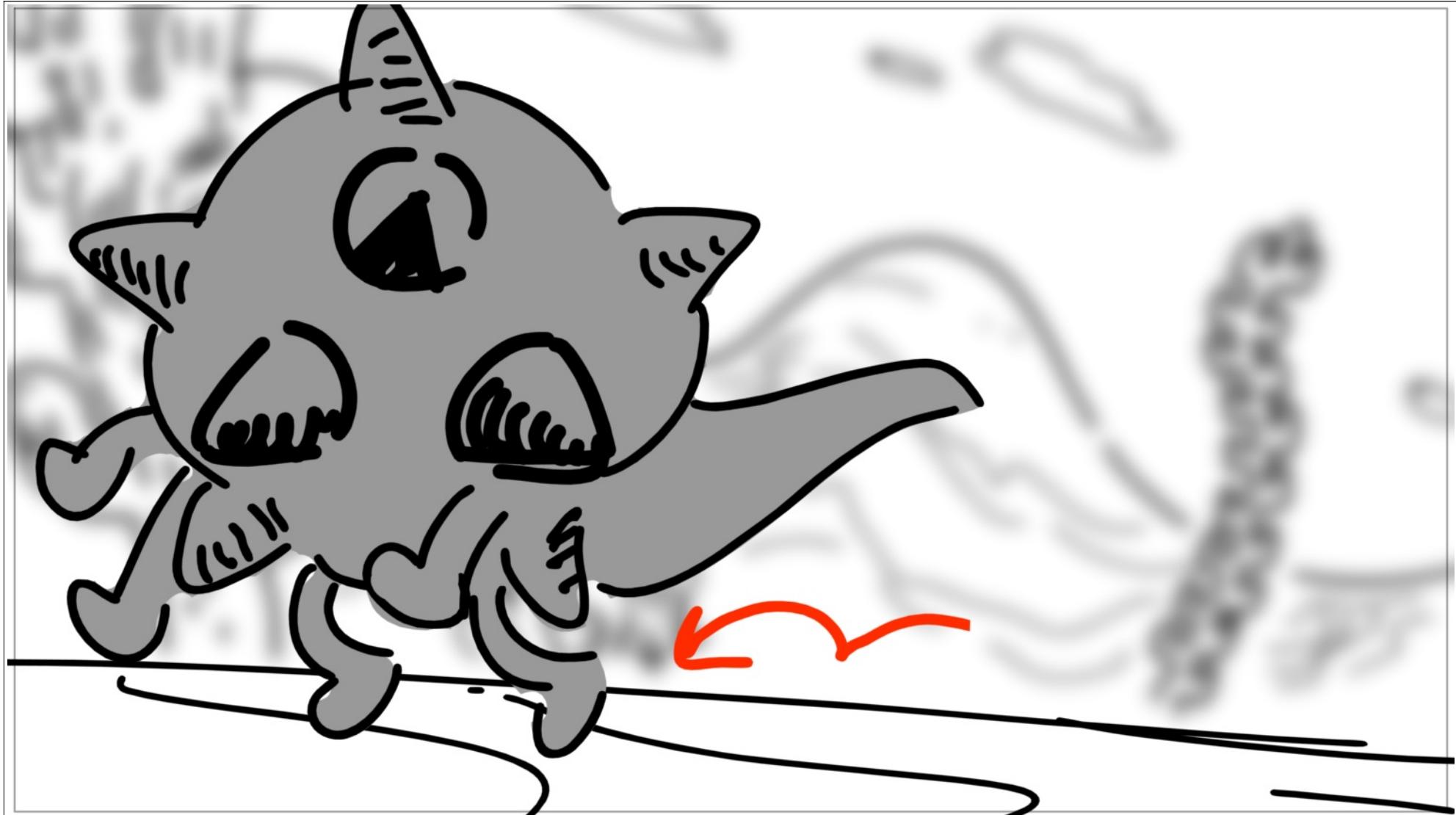
Scene	Duration	Panel	Duration
36	09:00	2	01:00



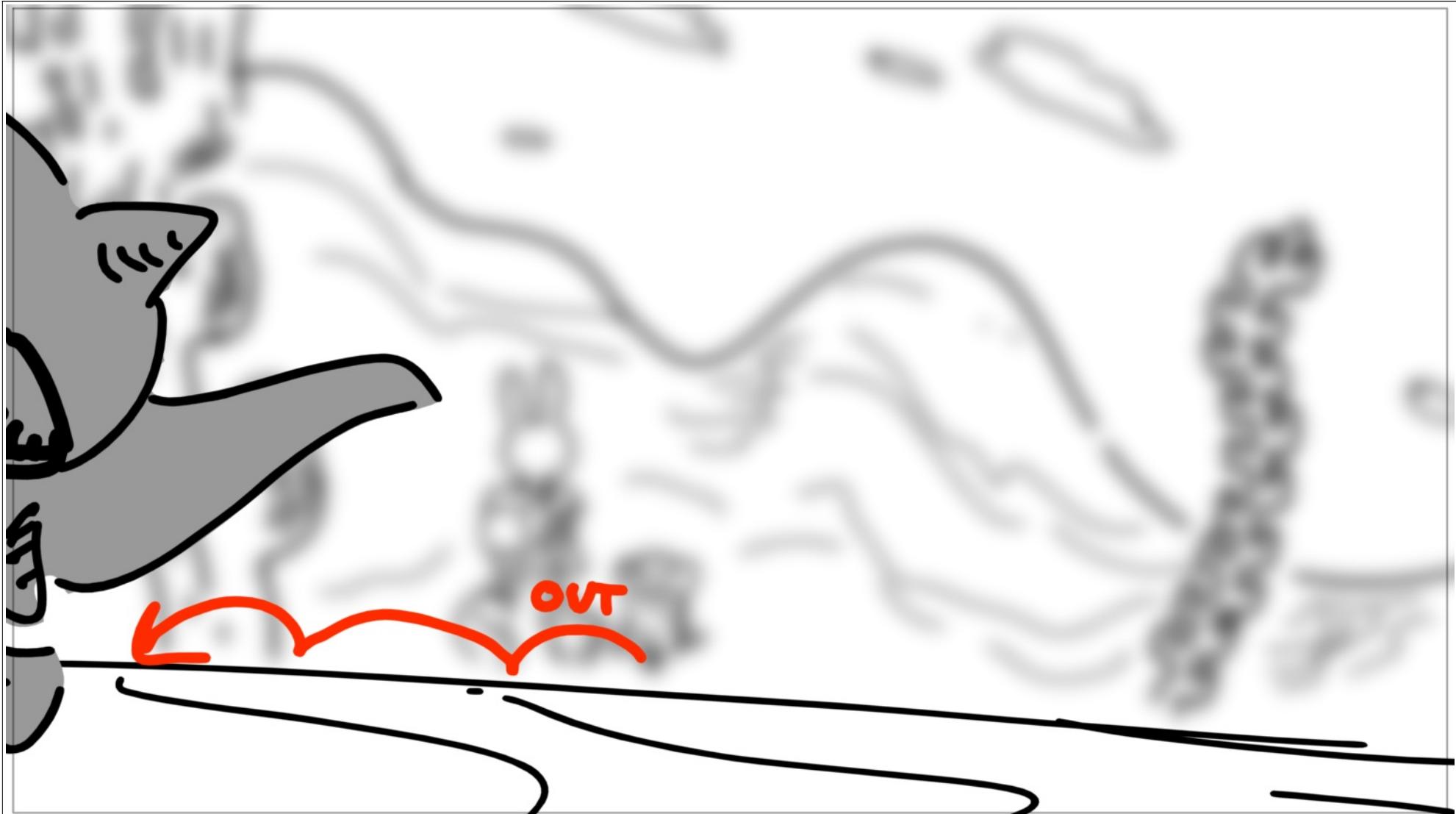
Scene	Duration	Panel	Duration
36	09:00	3	01:00



Scene	Duration	Panel	Duration
36	09:00	4	01:00



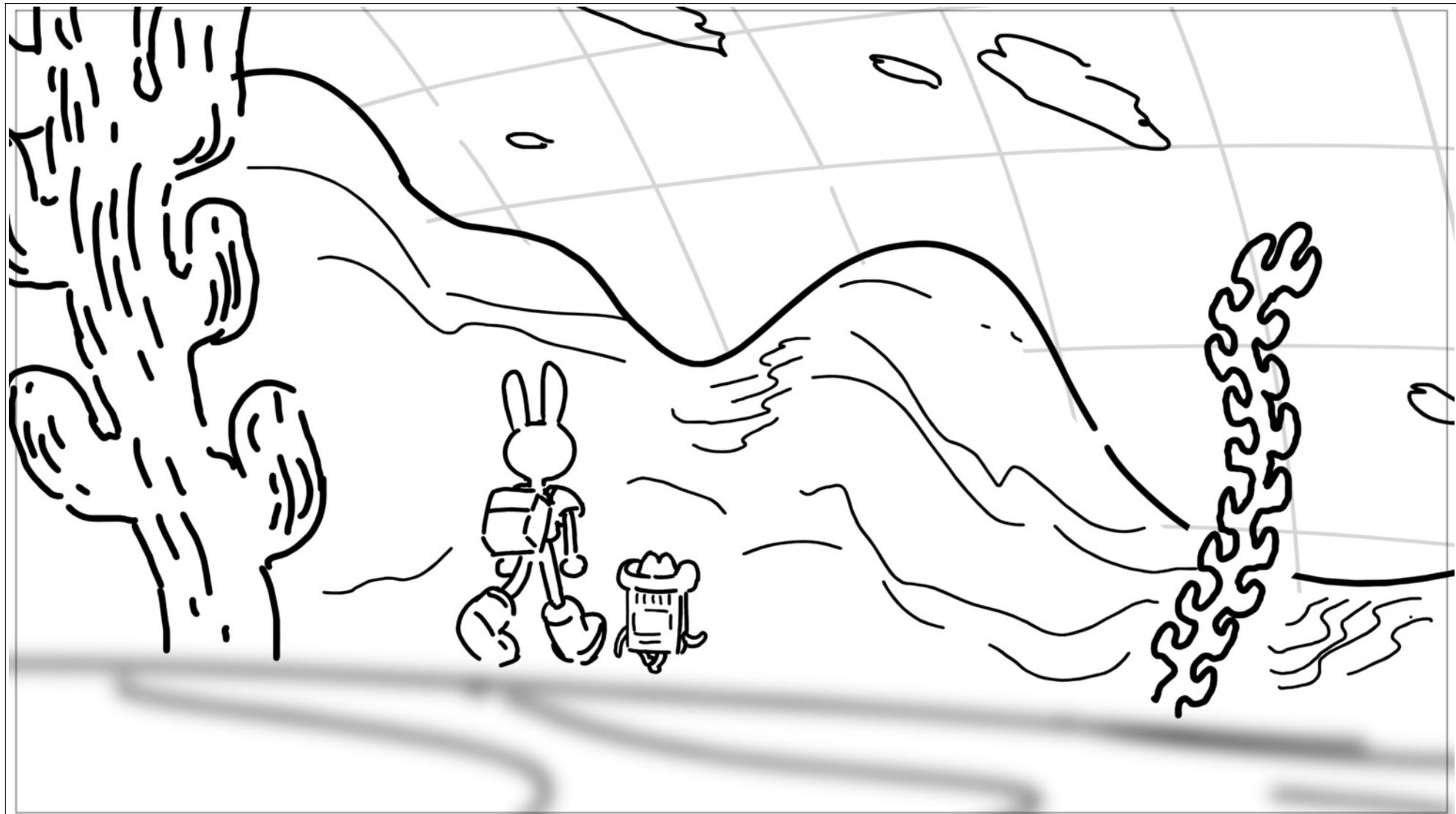
Scene	Duration	Panel	Duration
36	09:00	5	01:00



Scene	Duration	Panel	Duration
36	09:00	6	01:00



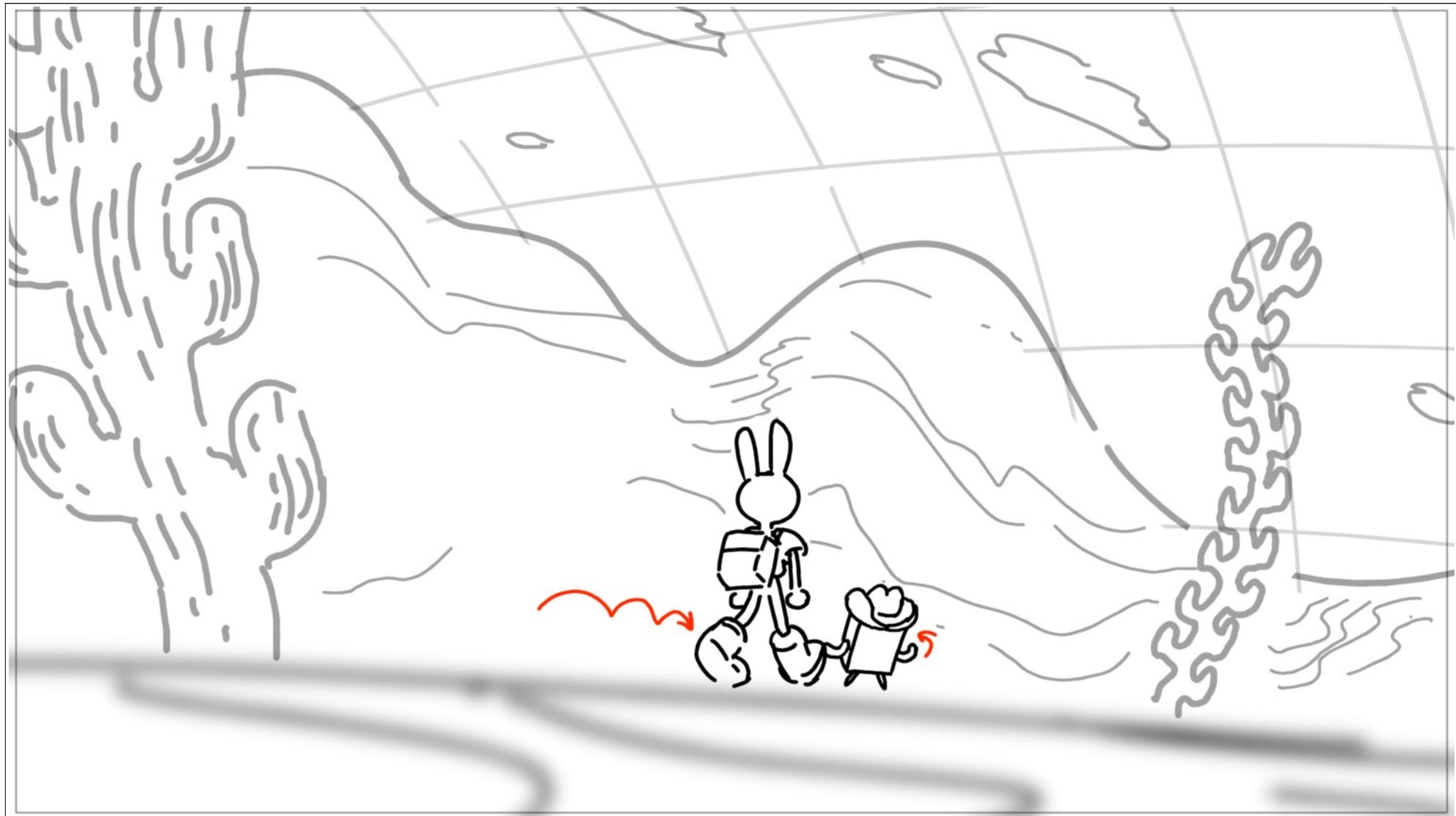
Scene	Duration	Panel	Duration
36	09:00	7	01:00



Dialog

BMO: so, Y5--

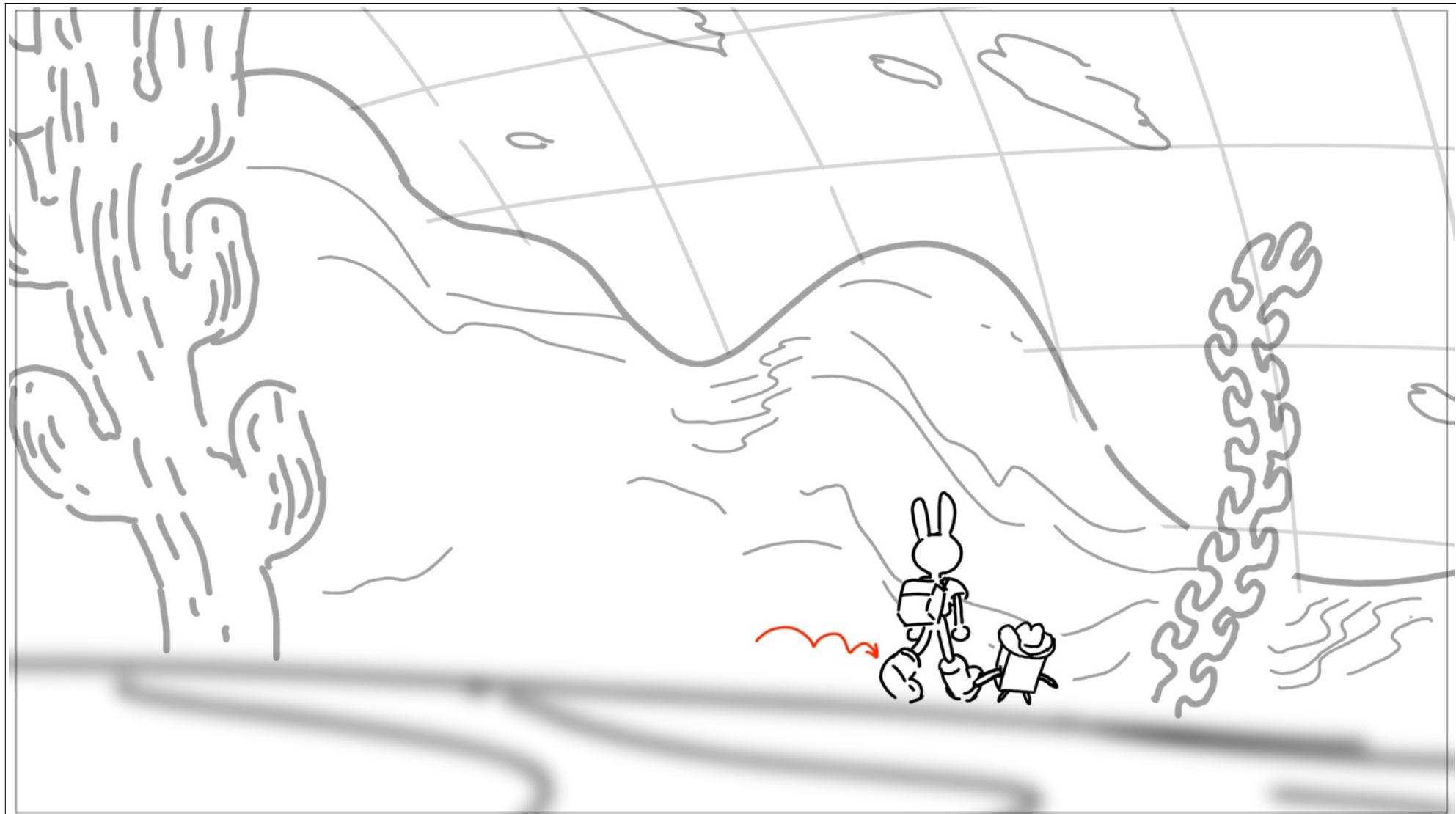
Scene	Duration	Panel	Duration
36	09:00	8	01:00



Dialog

BMO: do these important citizens live very far away?

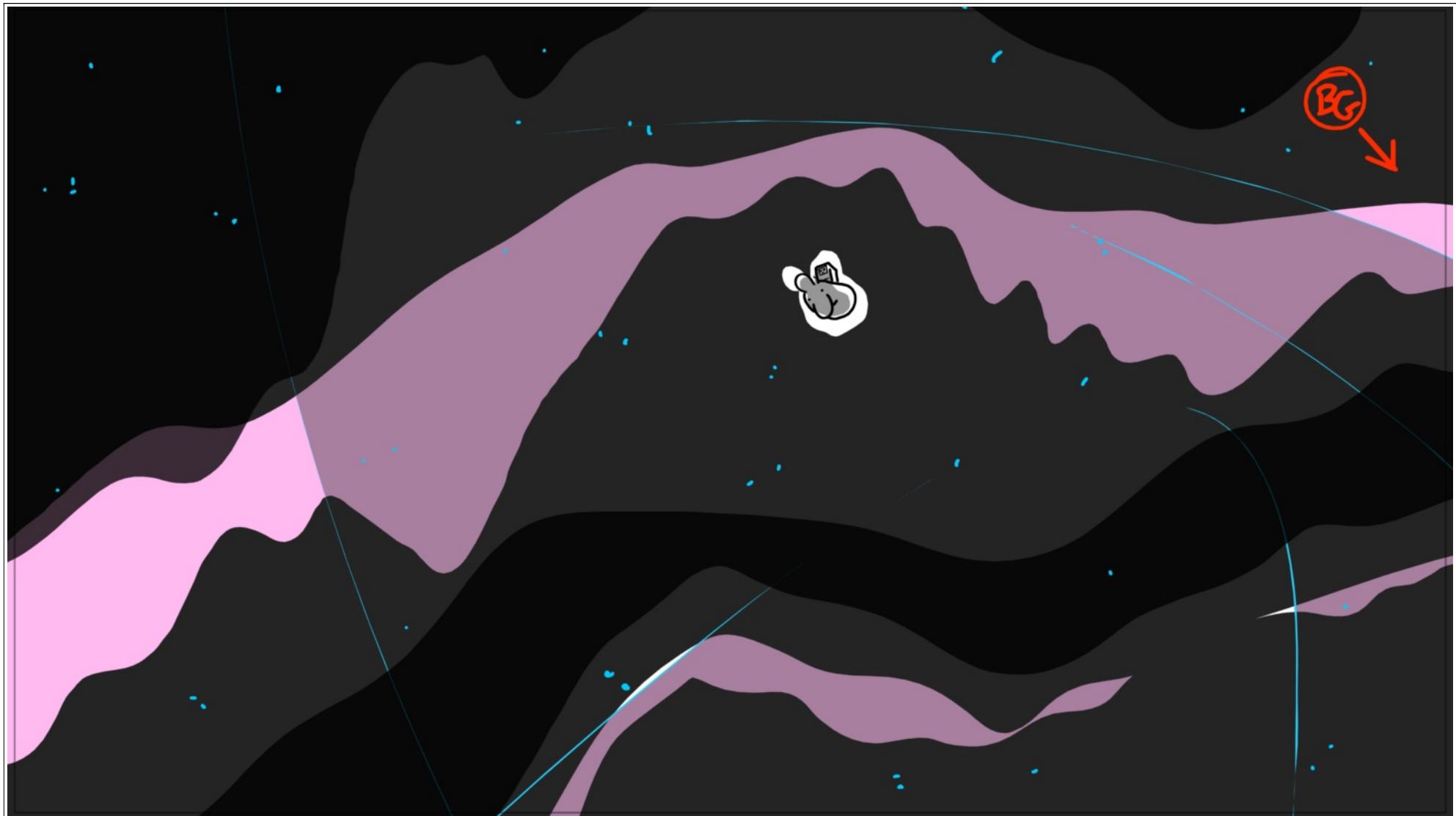
Scene	Duration	Panel	Duration
36	09:00	9	01:00



Dialog

BMO: do these important citizens live very far away?

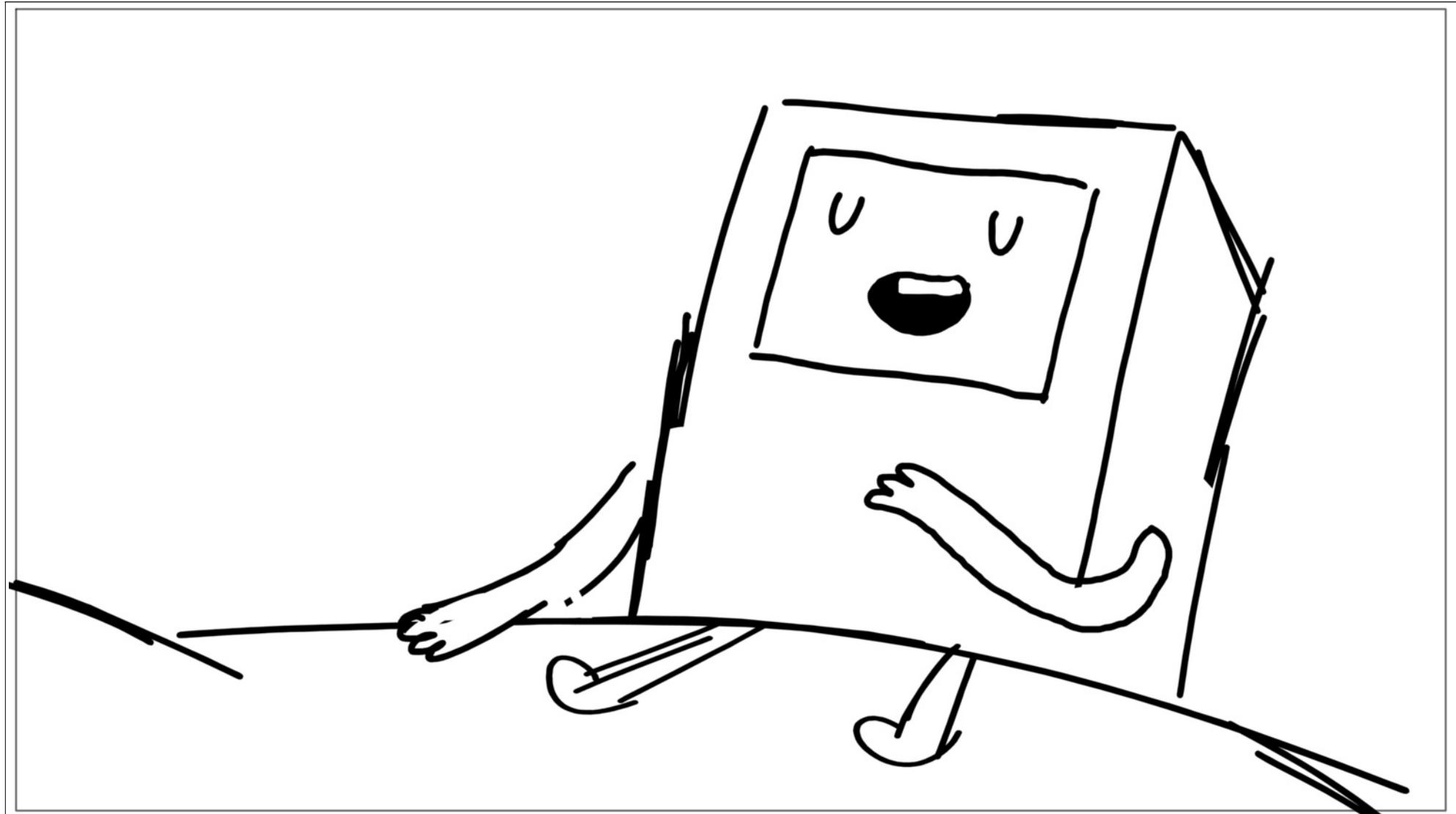
Scene	Duration	Panel	Duration
113	01:00	1	01:00



Dialog

BMO: and then he said, (imitating gruff old man voice) You're out of control, BMO!

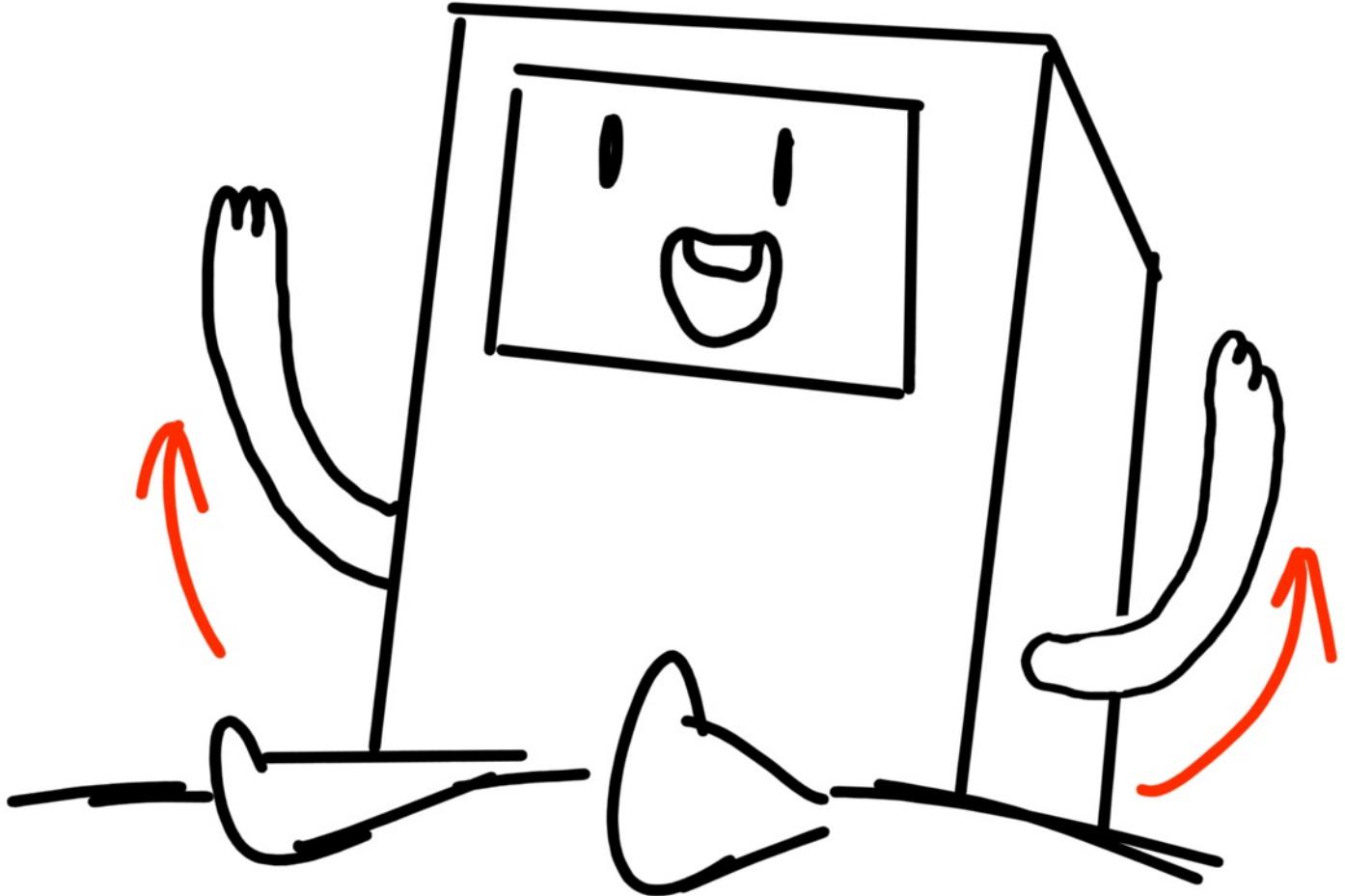
Scene	Duration	Panel	Duration
114	10:00	1	01:00



Dialog

BMO: and then i said,

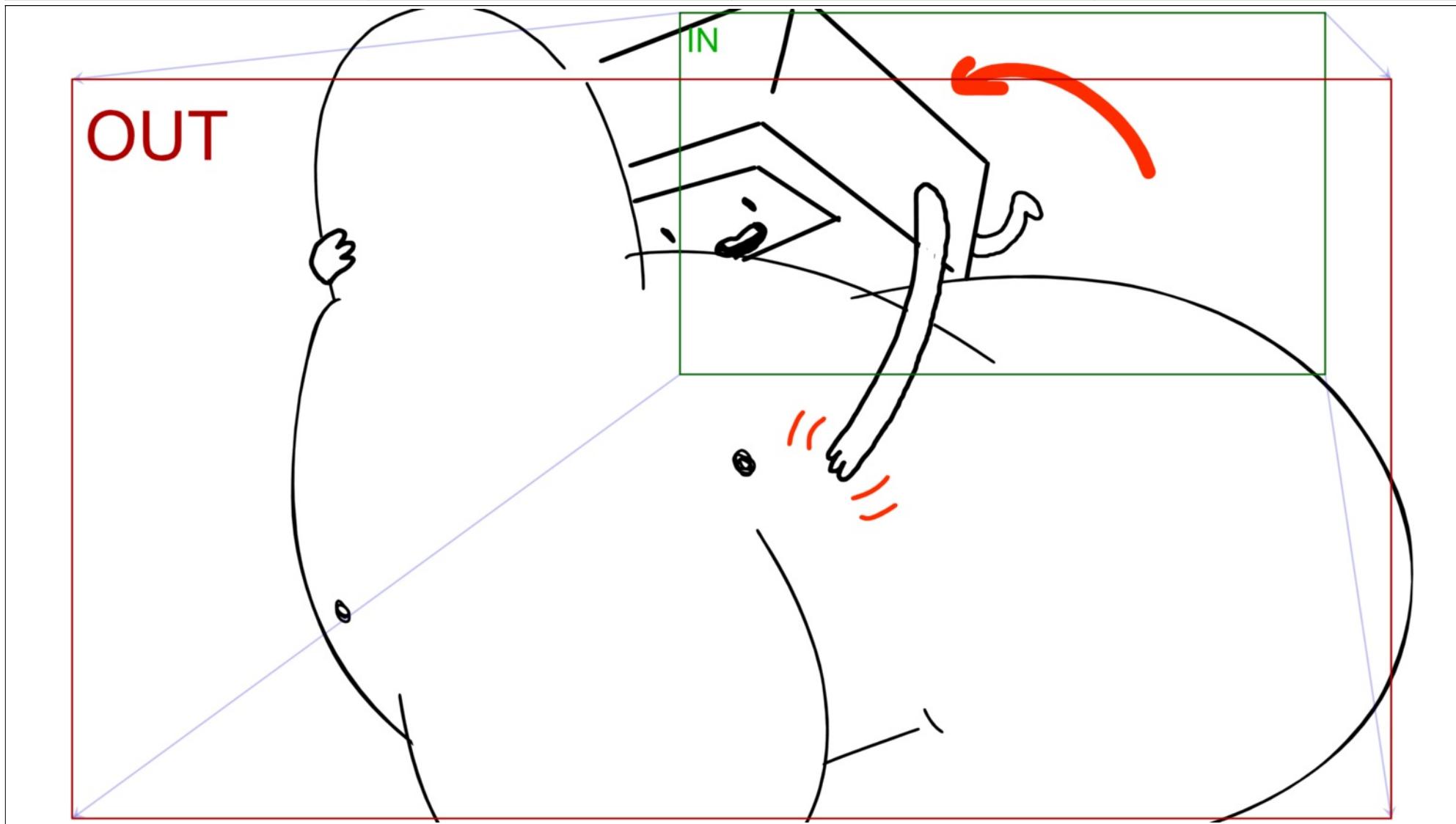
Scene	Duration	Panel	Duration
114	10:00	2	01:00



Dialog

BMO: "get out of my way, or you're done for!"

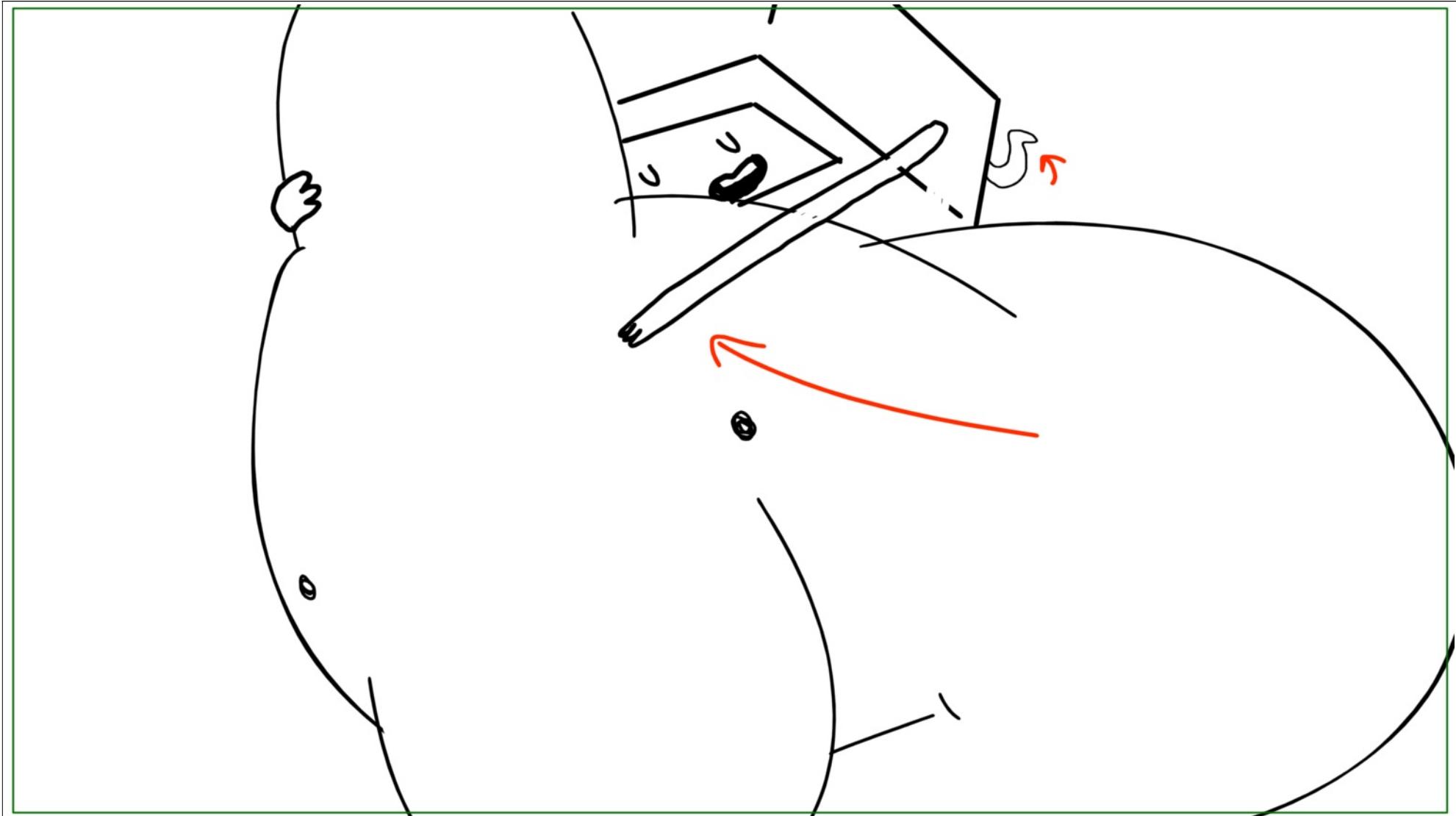
Scene	Duration	Panel	Duration
114	10:00	3	01:00



Dialog

BMO: and i--

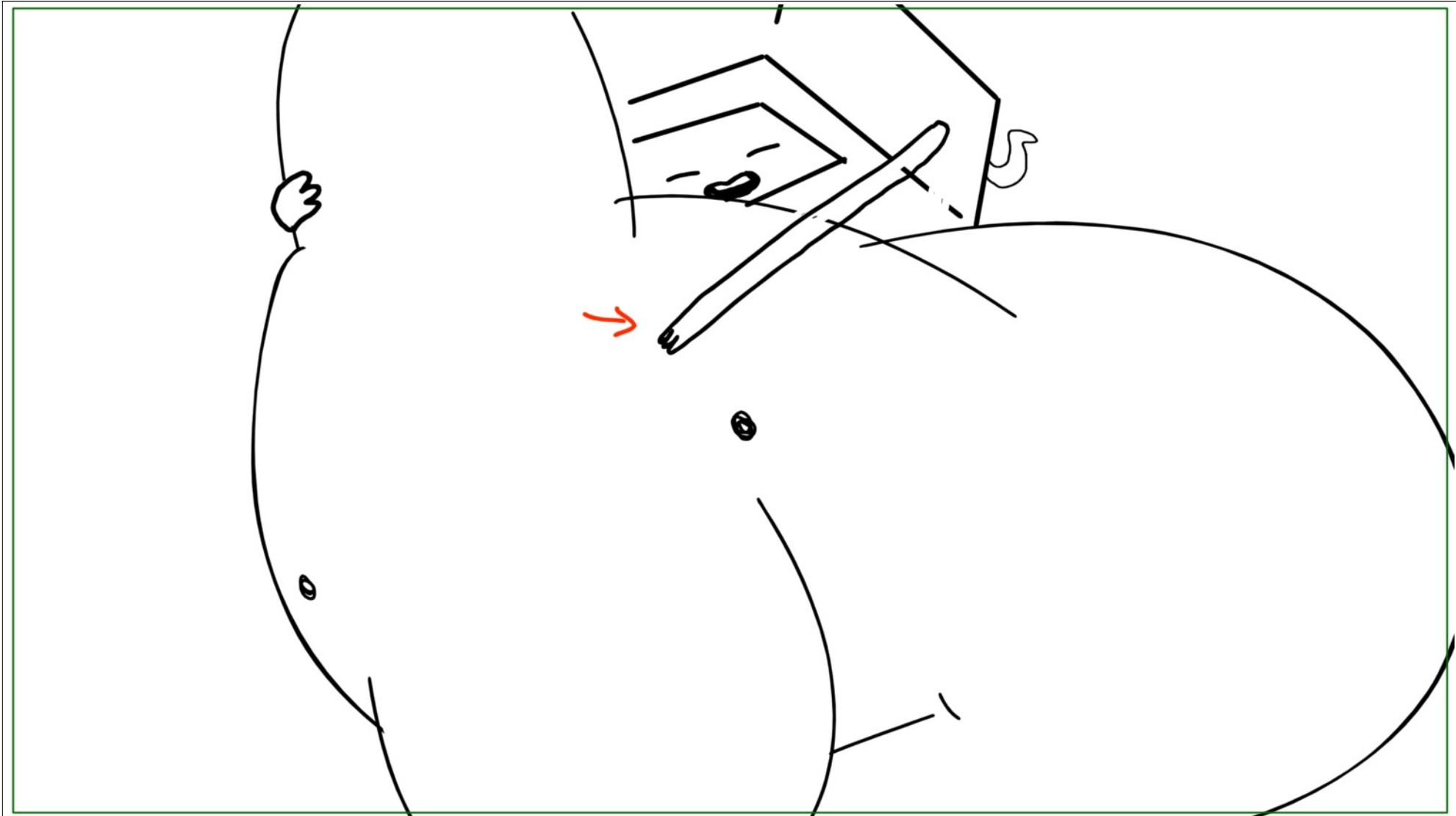
Scene	Duration	Panel	Duration
114	10:00	4	01:00



Dialog

BMO: grabbed as many snacks as i wanted.

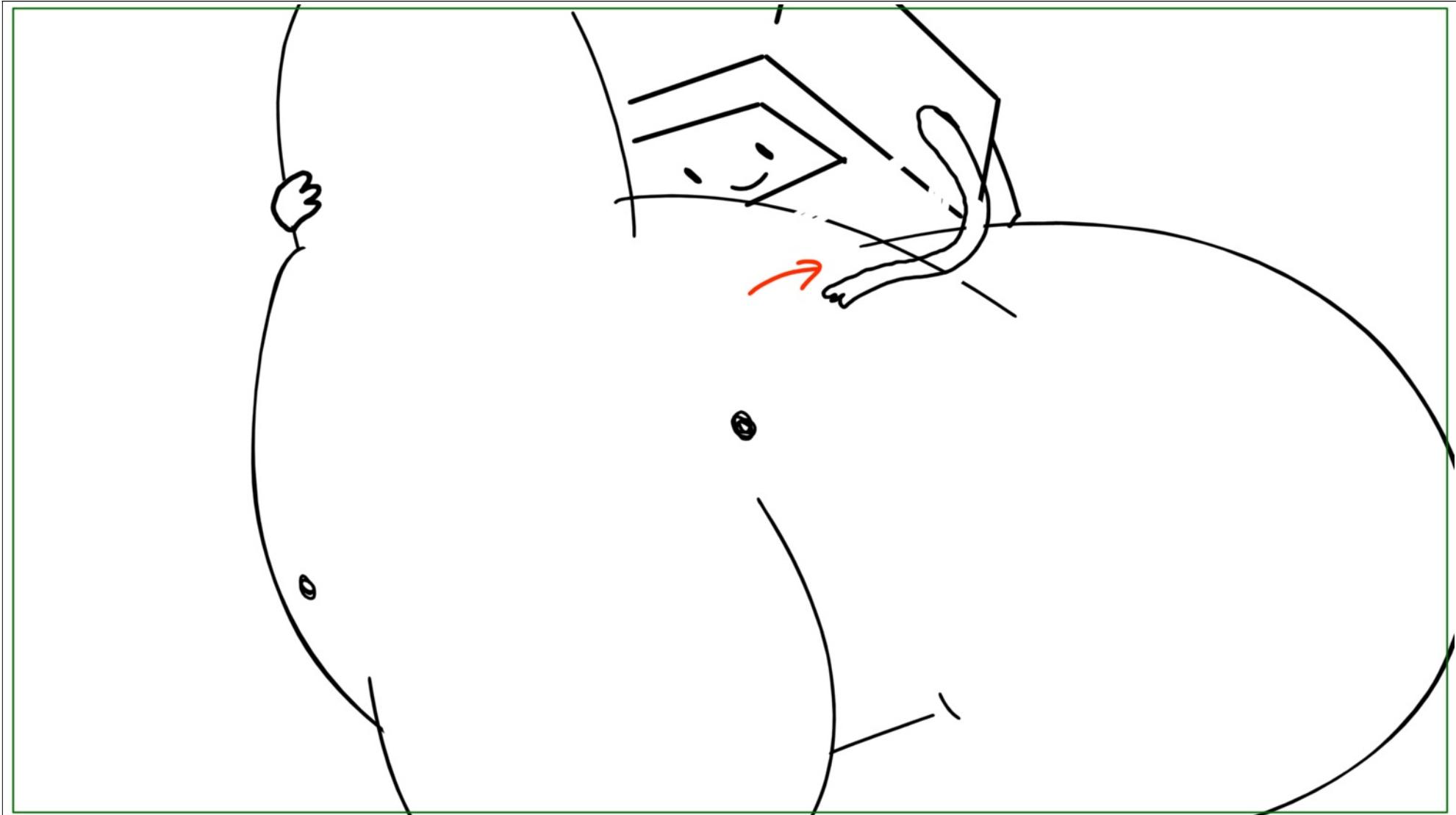
Scene	Duration	Panel	Duration
114	10:00	5	01:00



Dialog

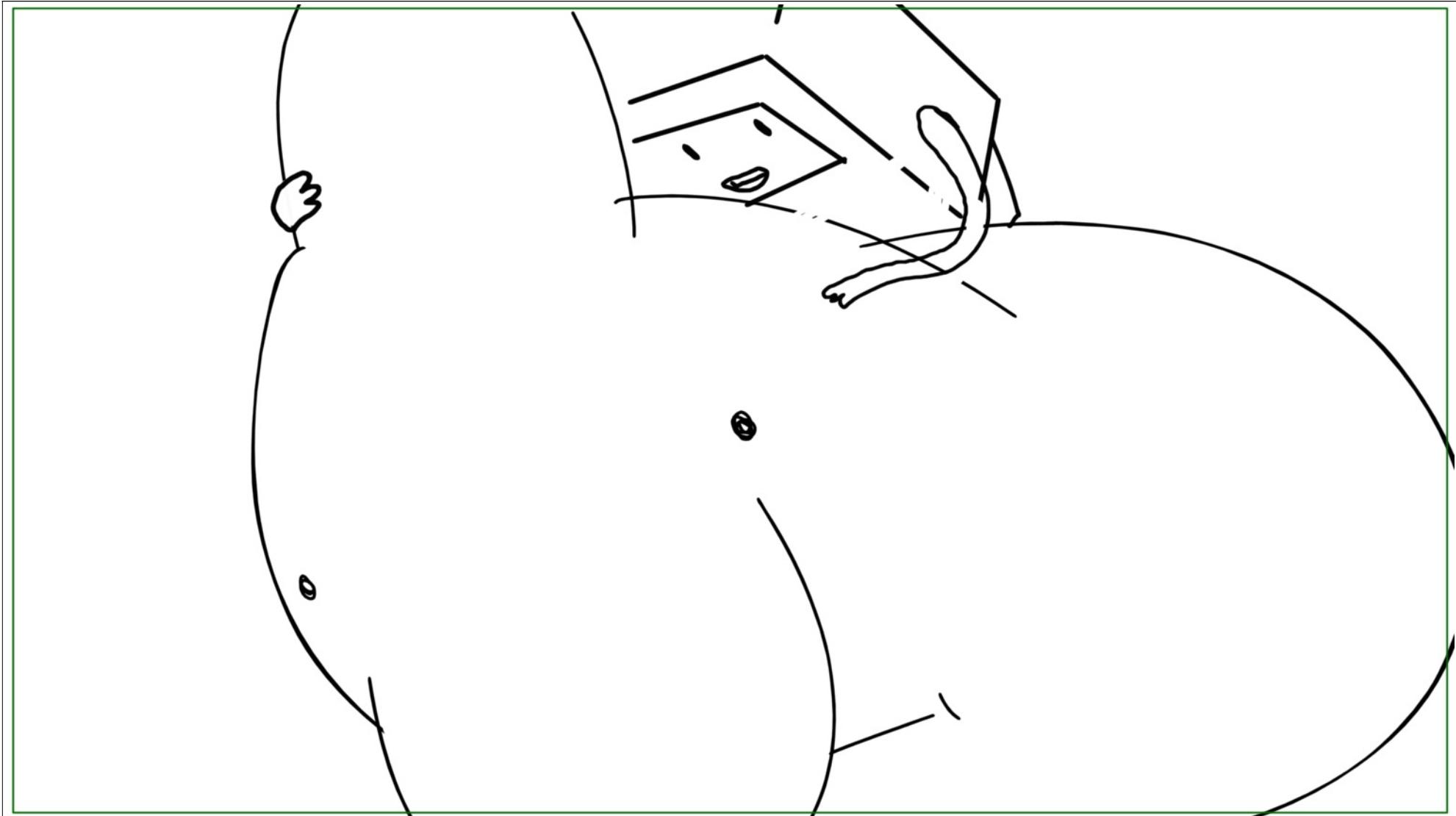
BMO: the end!!!!

Scene	Duration	Panel	Duration
114	10:00	6	01:00



Action Notes
short pause

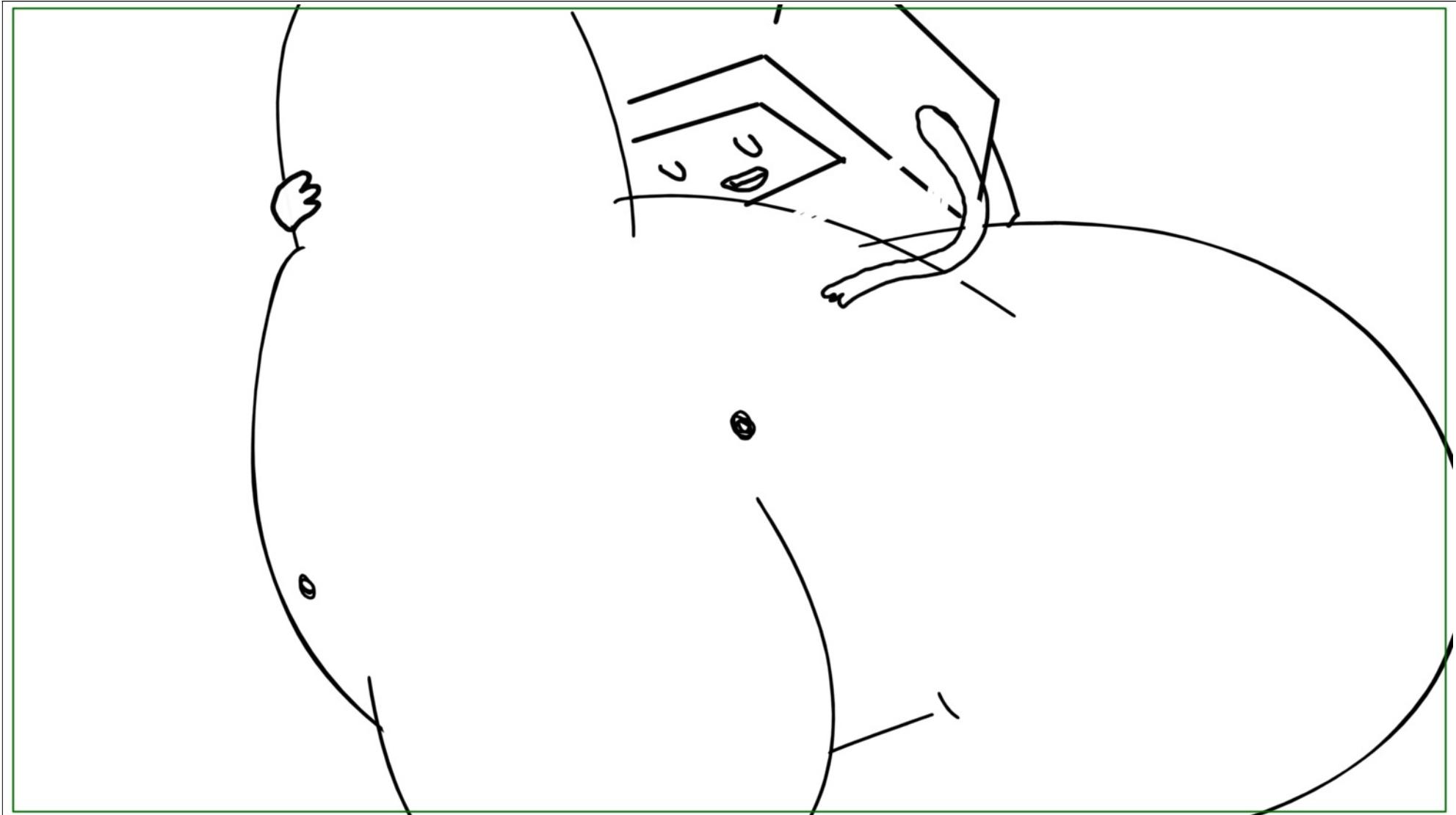
Scene	Duration	Panel	Duration
114	10:00	7	01:00



Dialog

BMO: i should tell that story to Y5 next time I see her!

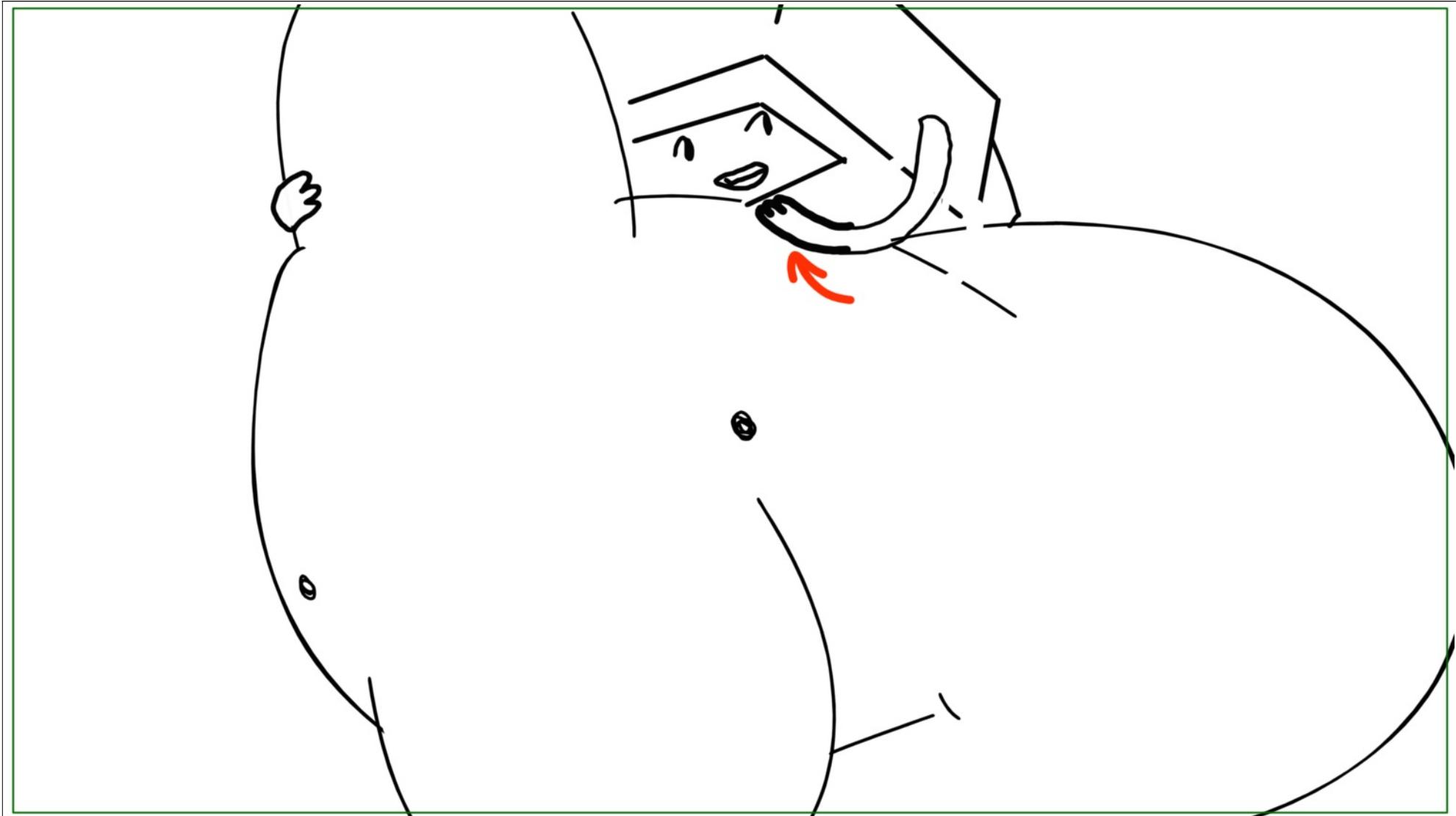
Scene	Duration	Panel	Duration
114	10:00	8	01:00



Dialog

BMO: i bet she'll be mayor by then.

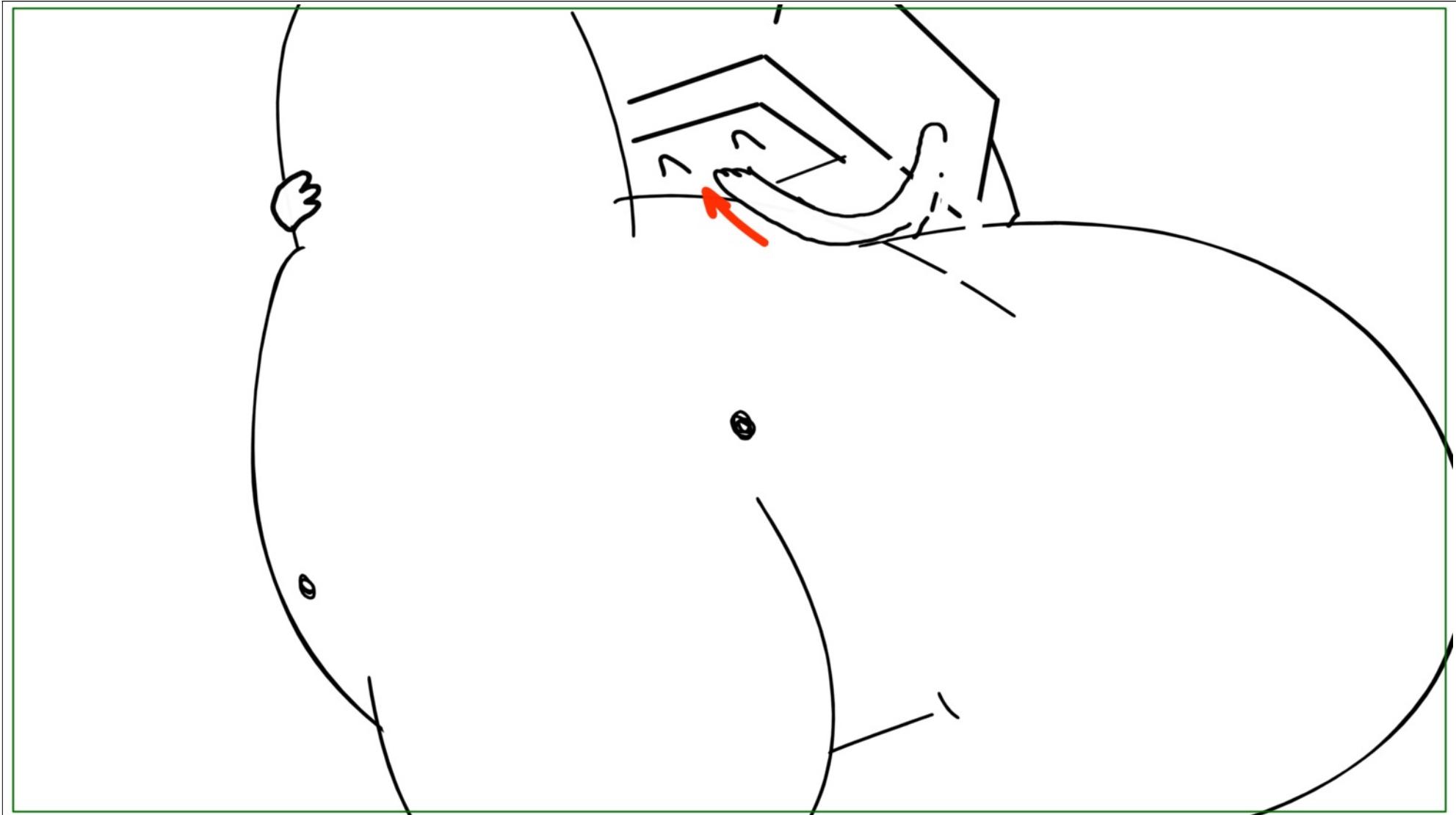
Scene	Duration	Panel	Duration
114	10:00	9	01:00



Dialog

BMO: i hope she thanks me in her speech...

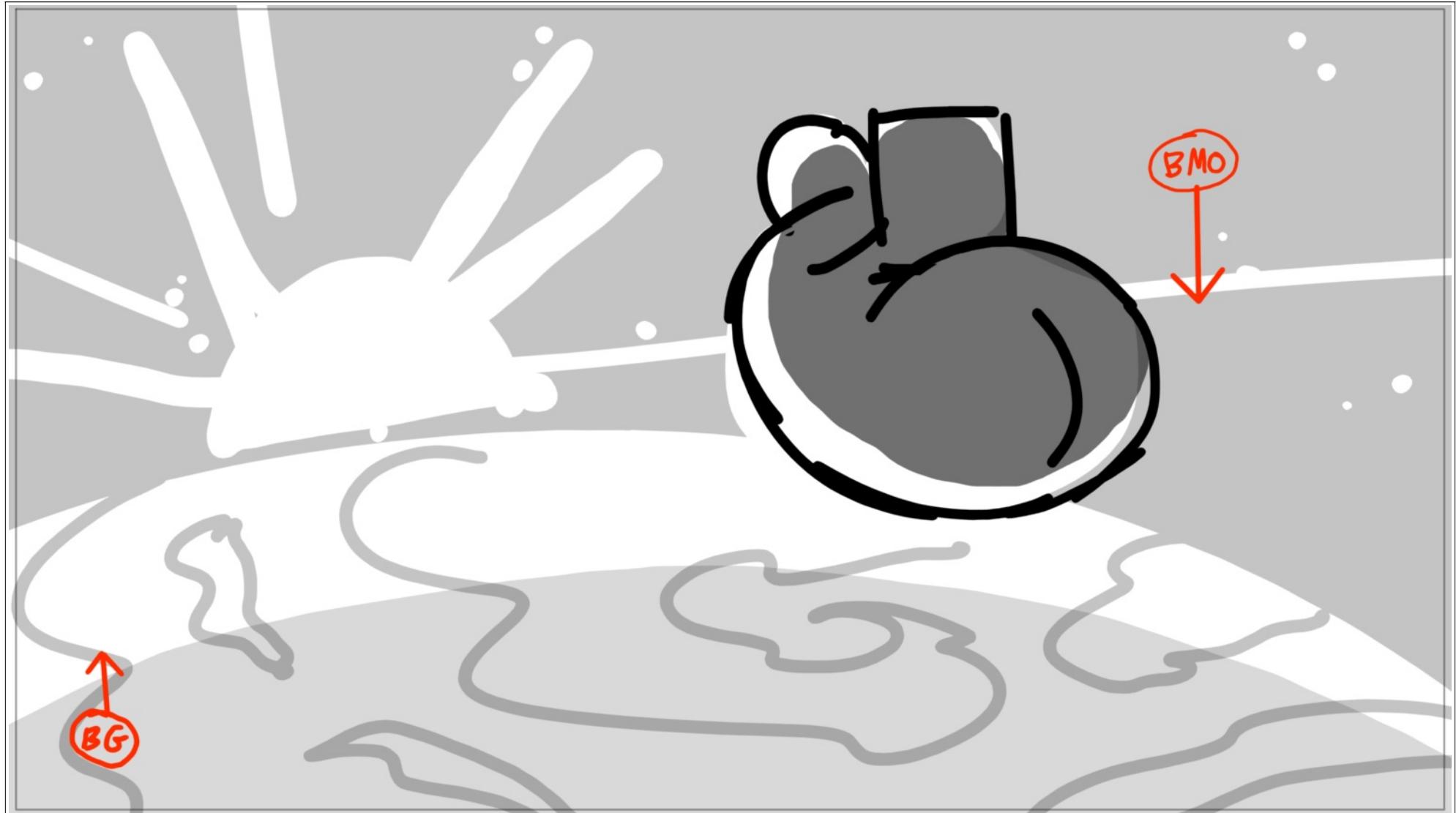
Scene	Duration	Panel	Duration
114	10:00	10	01:00



Dialog

BMO: (giggles)

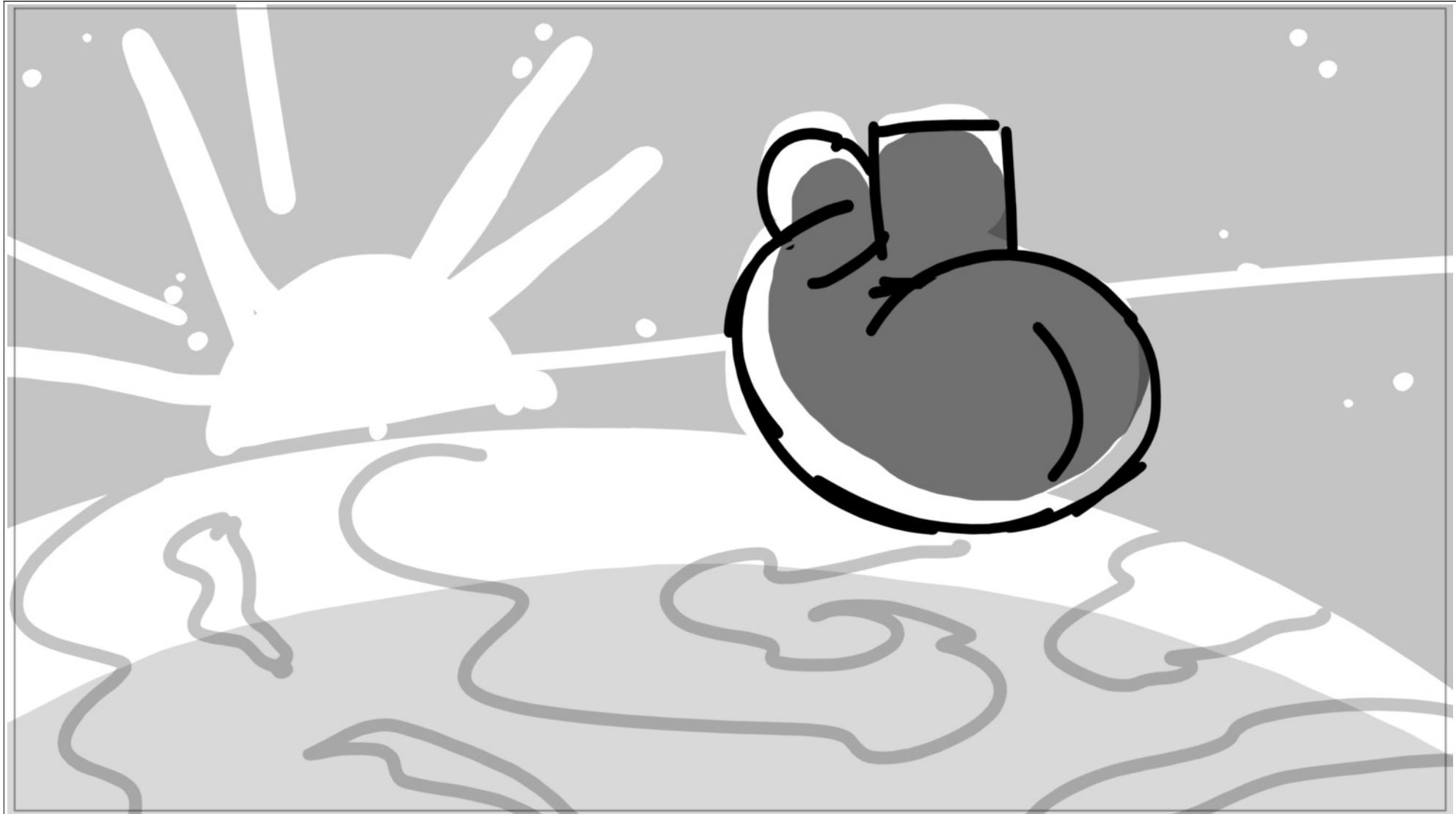
Scene	Duration	Panel	Duration
115	03:00	1	01:00



Dialog

BMO: Oh ricky, you didn't tell me we were here yet.

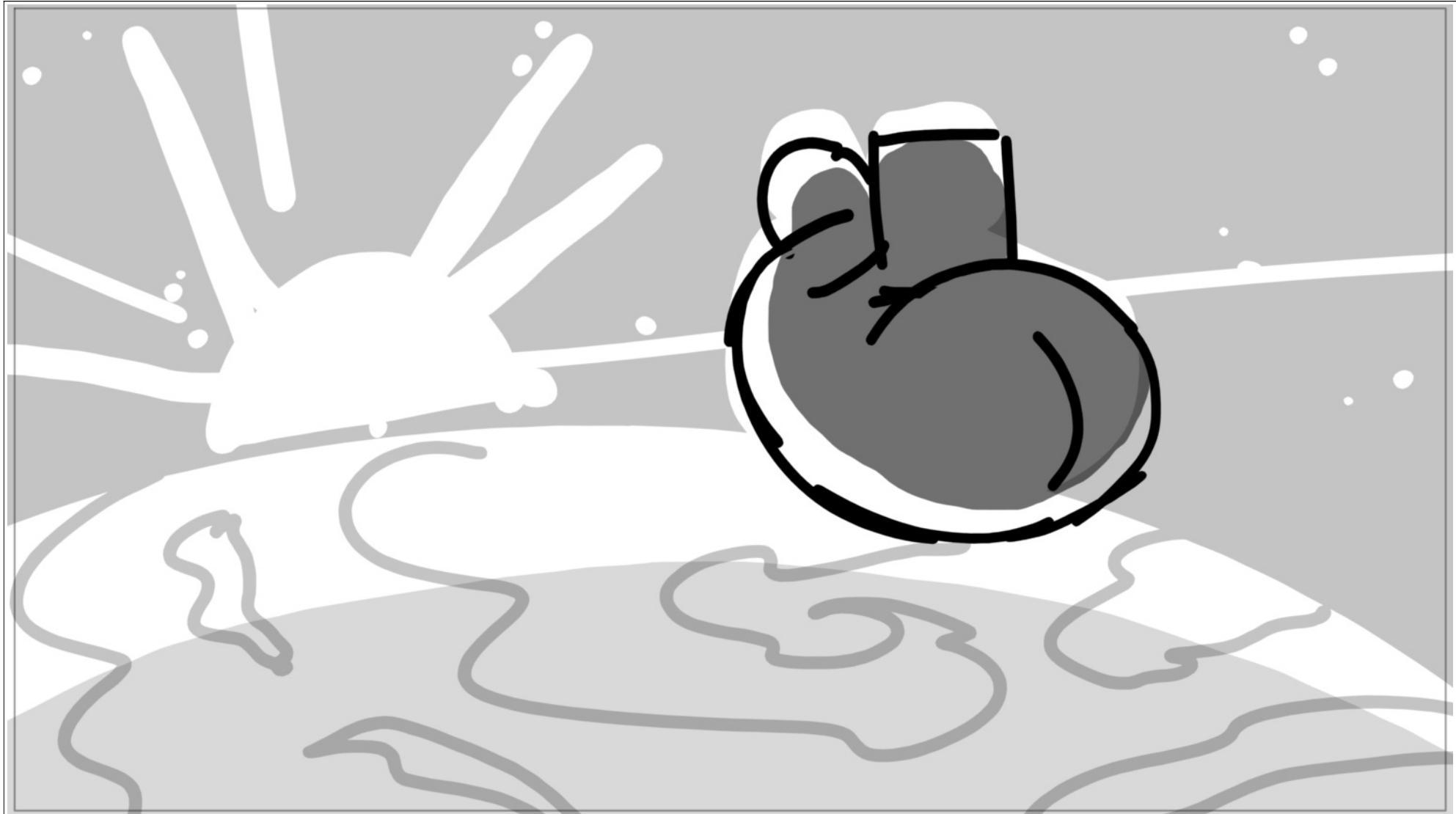
Scene	Duration	Panel	Duration
115	03:00	2	01:00



Dialog

BMO: Oh ricky, you didn't tell me we were here yet.

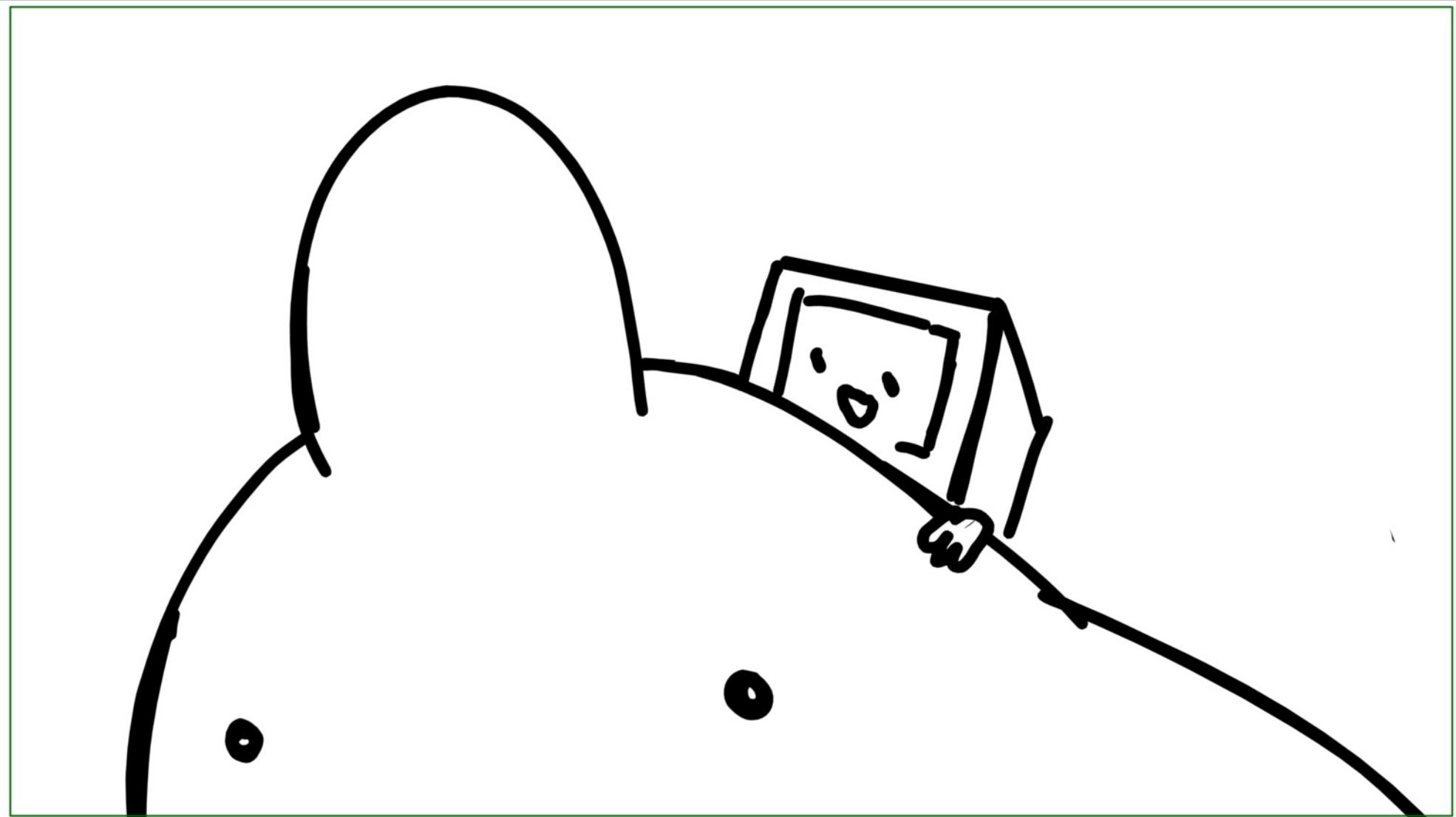
Scene	Duration	Panel	Duration
115	03:00	3	01:00



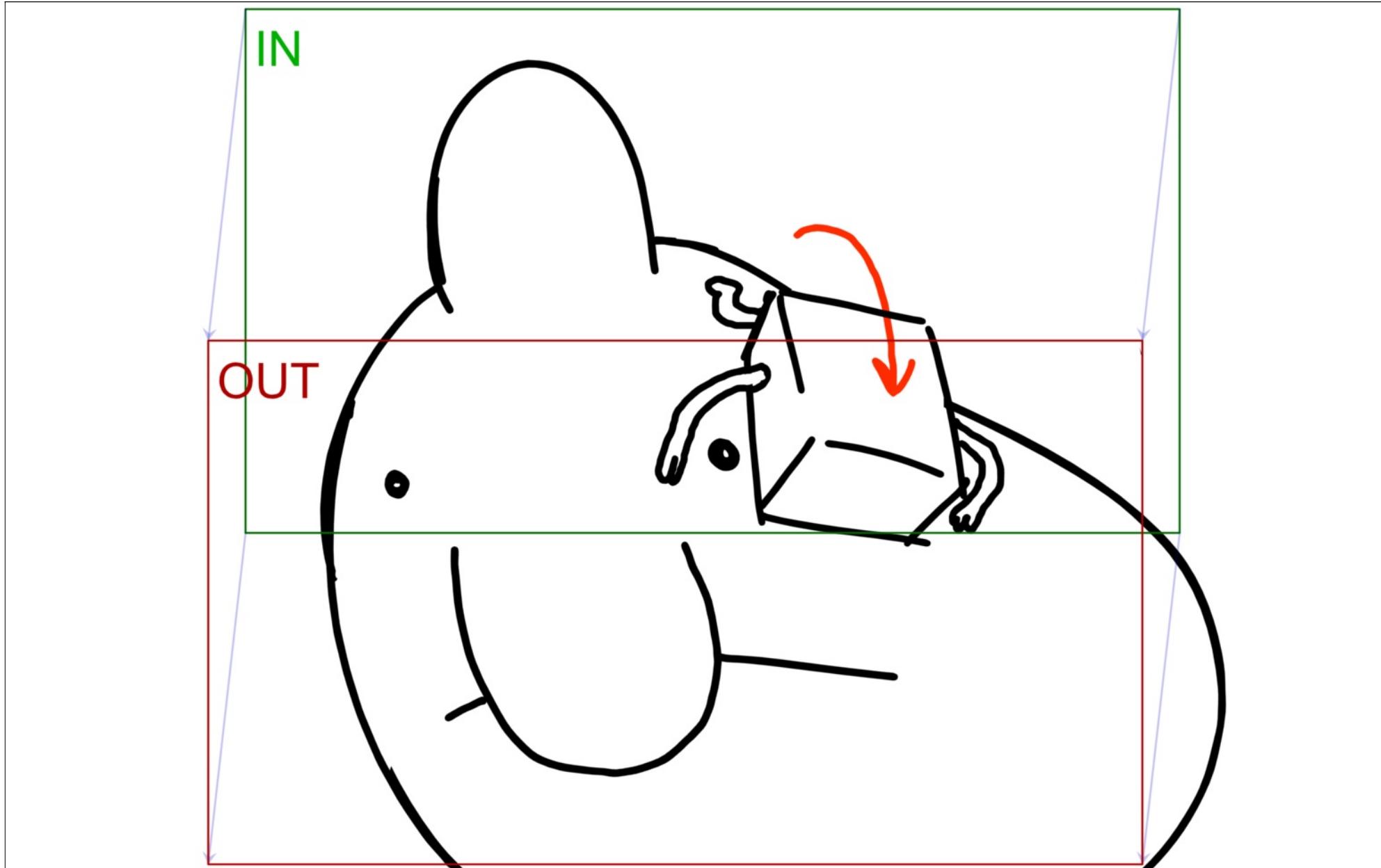
Dialog

BMO: Oh ricky, you didn't tell me we were here yet.

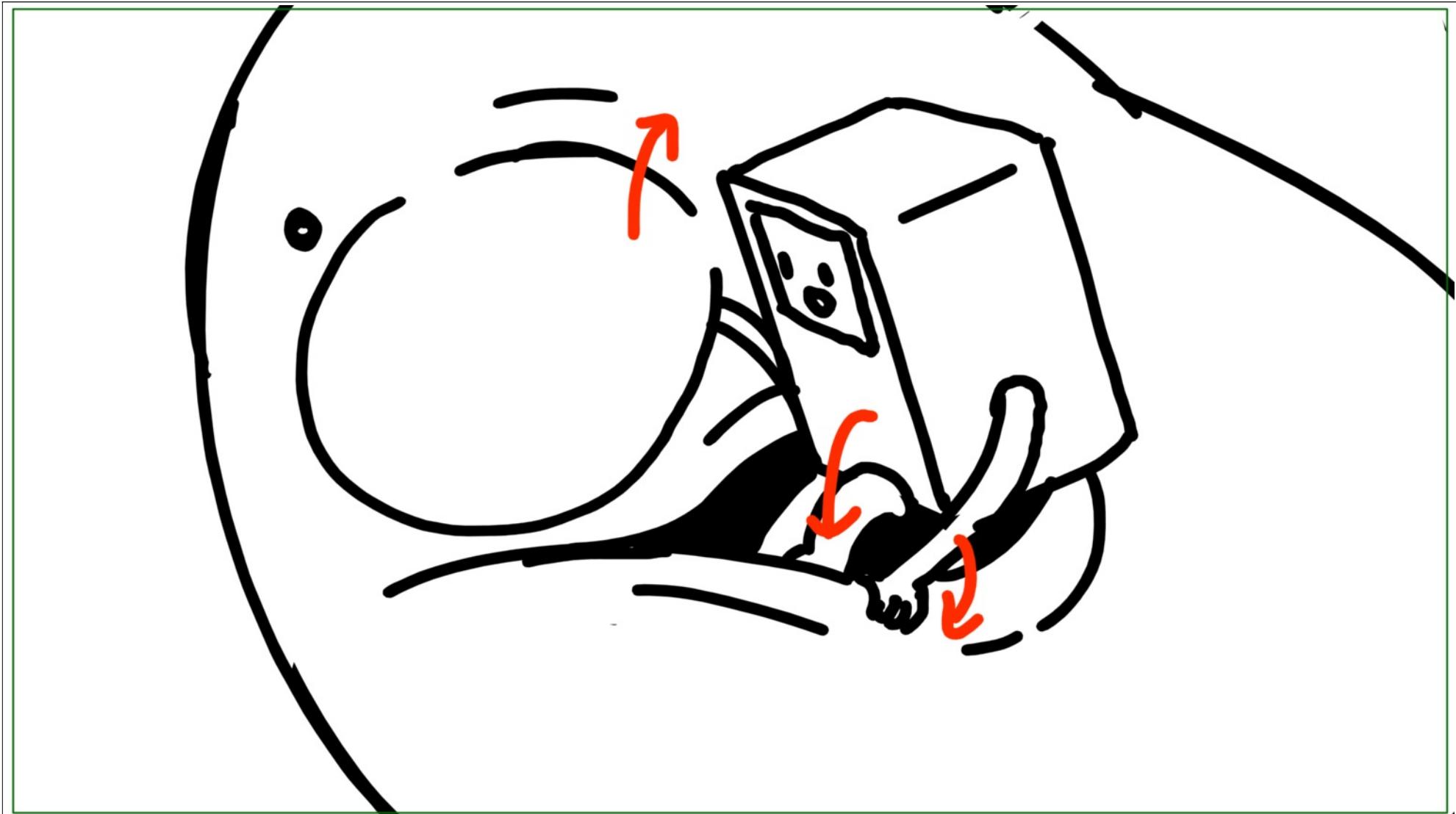
Scene	Duration	Panel	Duration
116	06:00	1	01:00



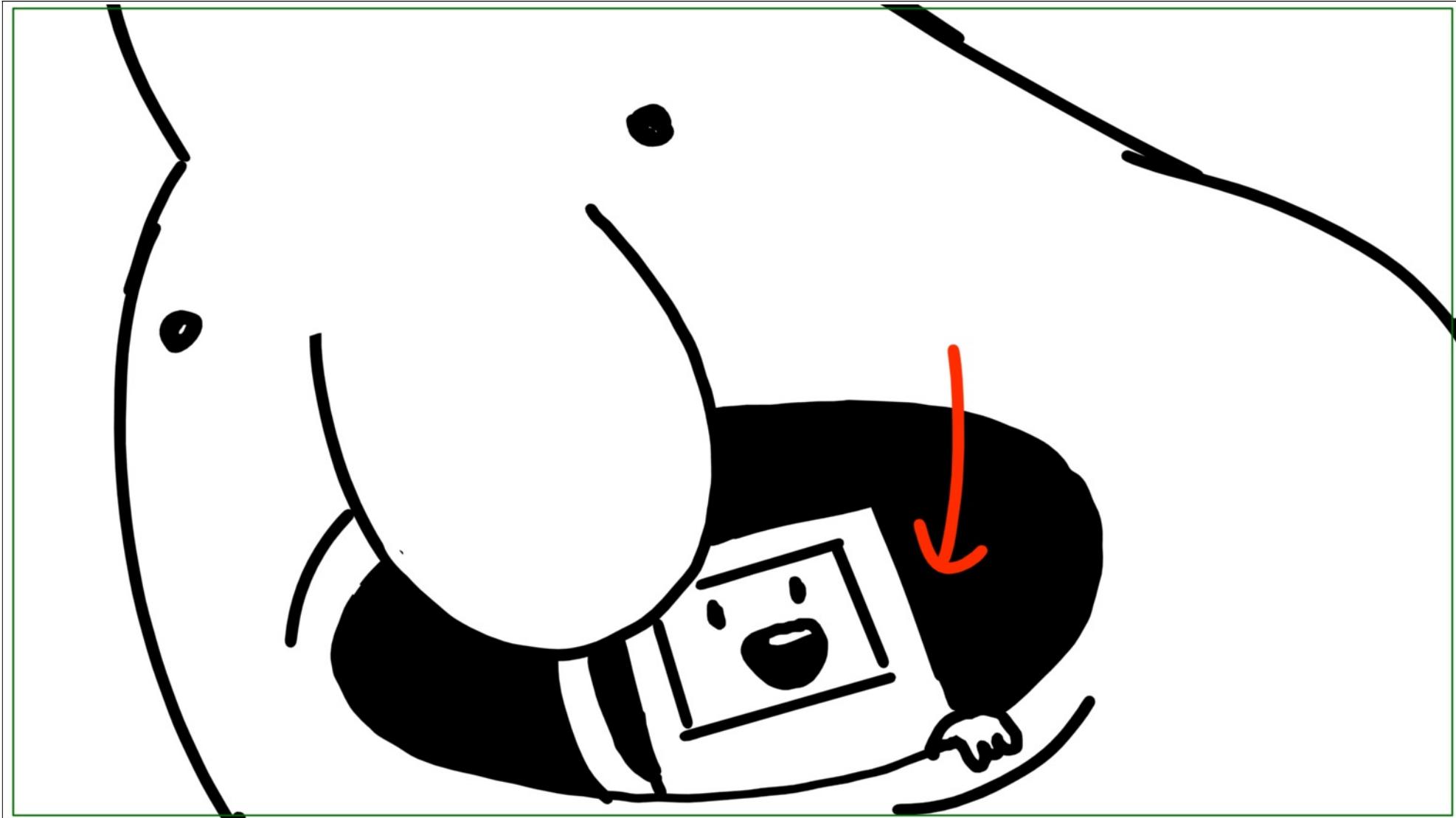
Scene	Duration	Panel	Duration
116	06:00	2	01:00



Scene	Duration	Panel	Duration
116	06:00	3	01:00



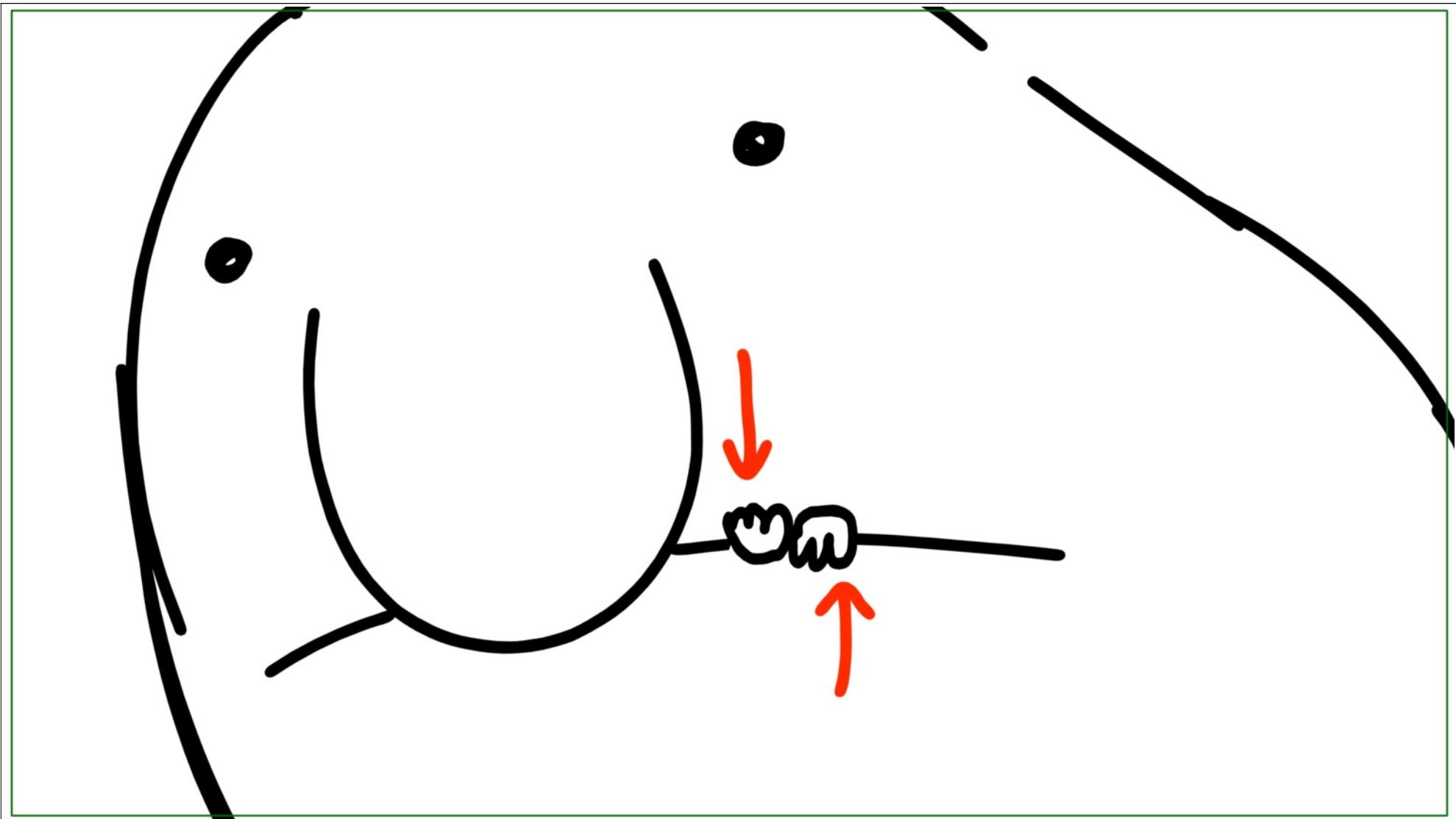
Scene	Duration	Panel	Duration
116	06:00	4	01:00



Dialog

BMO: i hope we make it!

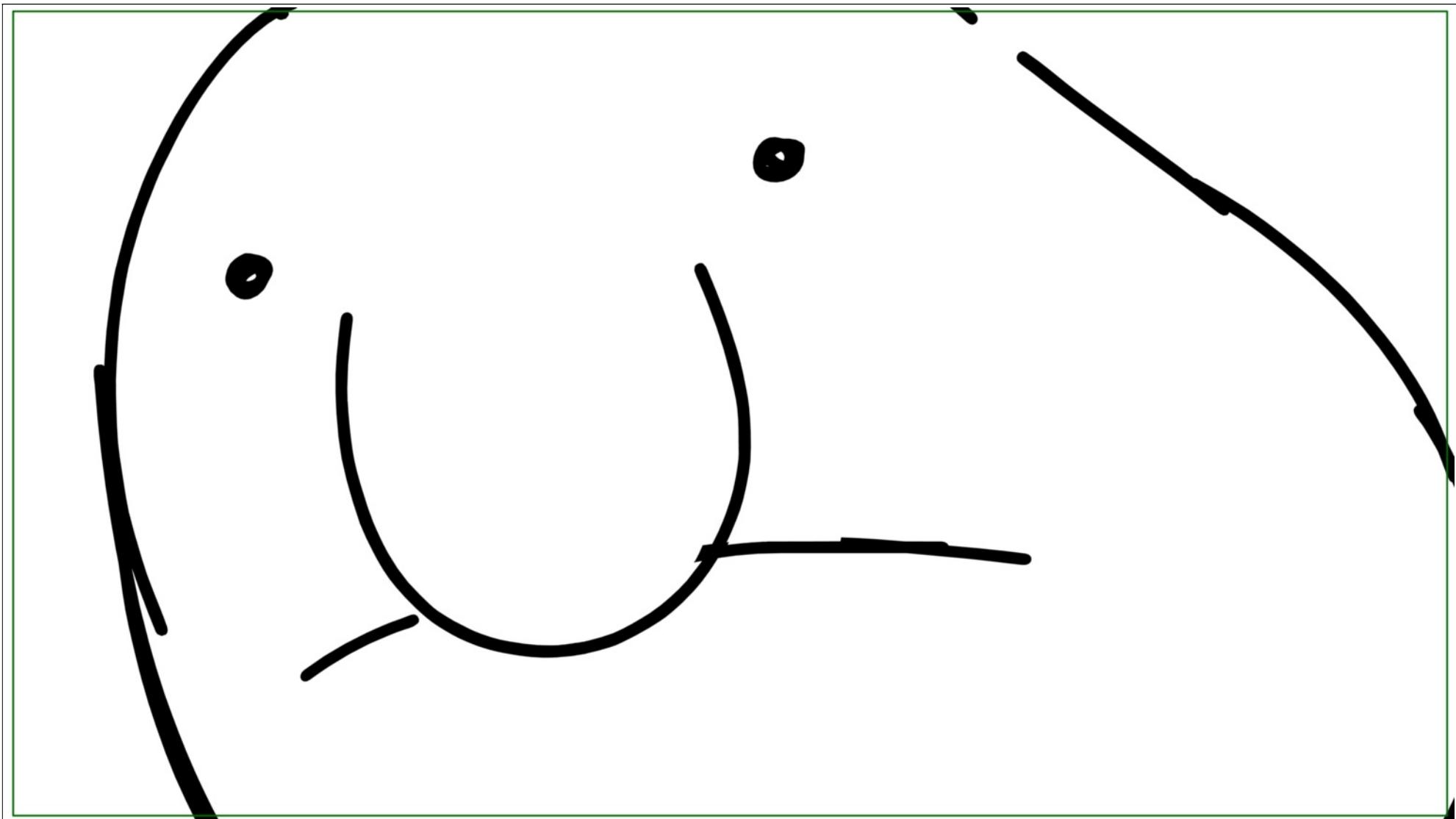
Scene	Duration	Panel	Duration
116	06:00	5	01:00



Action Notes

BMO shuts Ricky's mouth himself

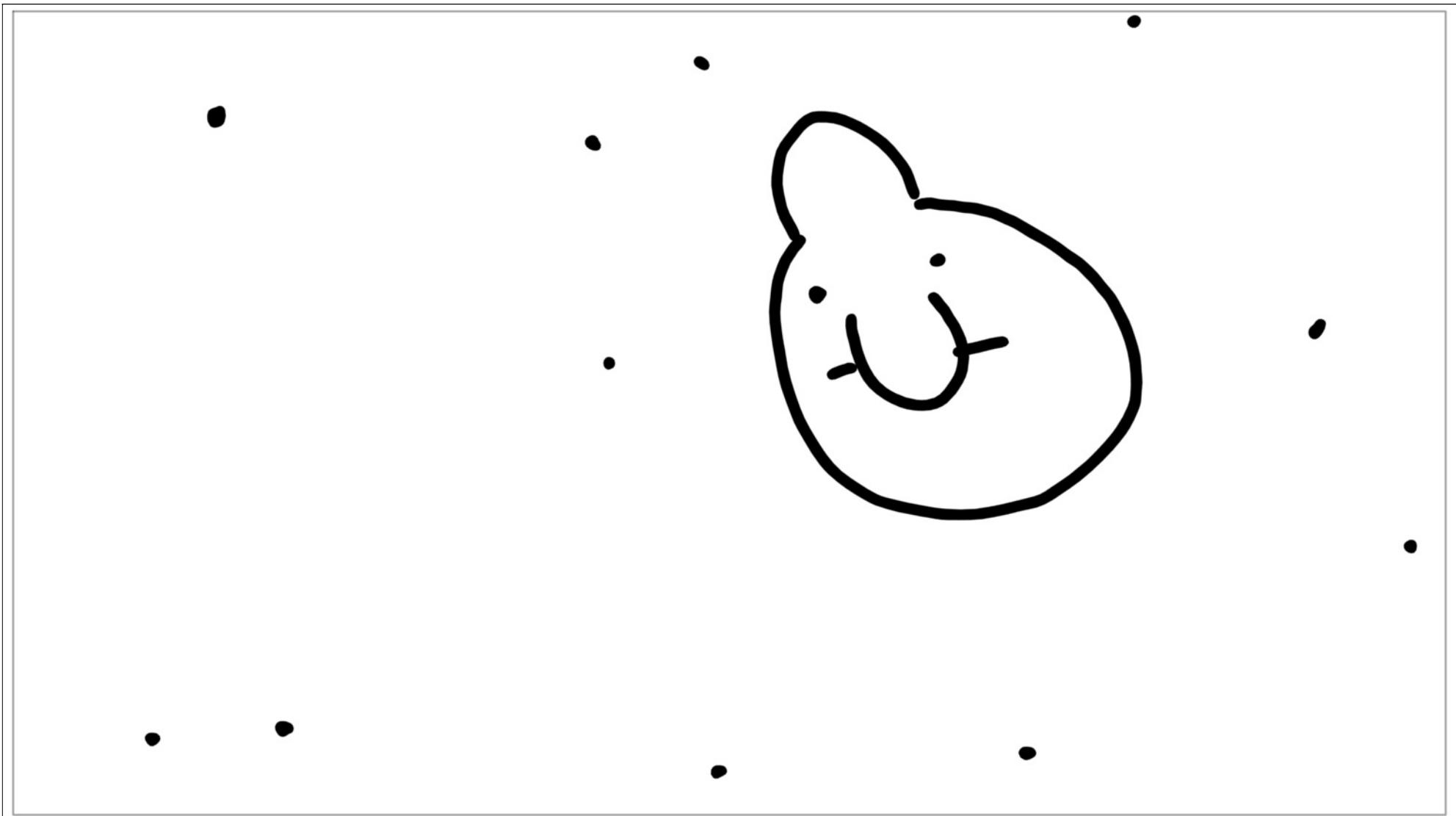
Scene	Duration	Panel	Duration
116	06:00	6	01:00



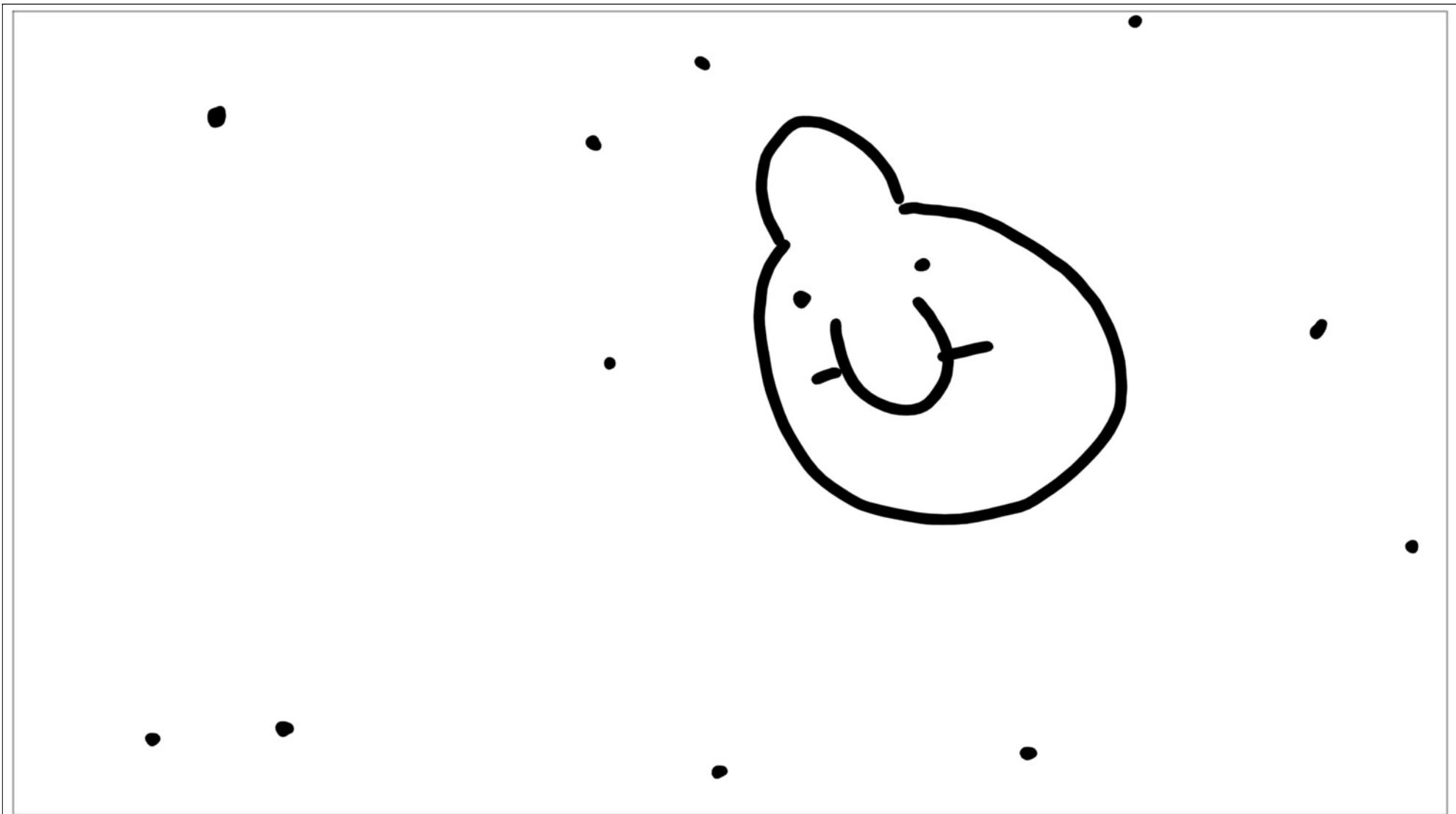
Action Notes

BMO shuts Ricky's mouth himself

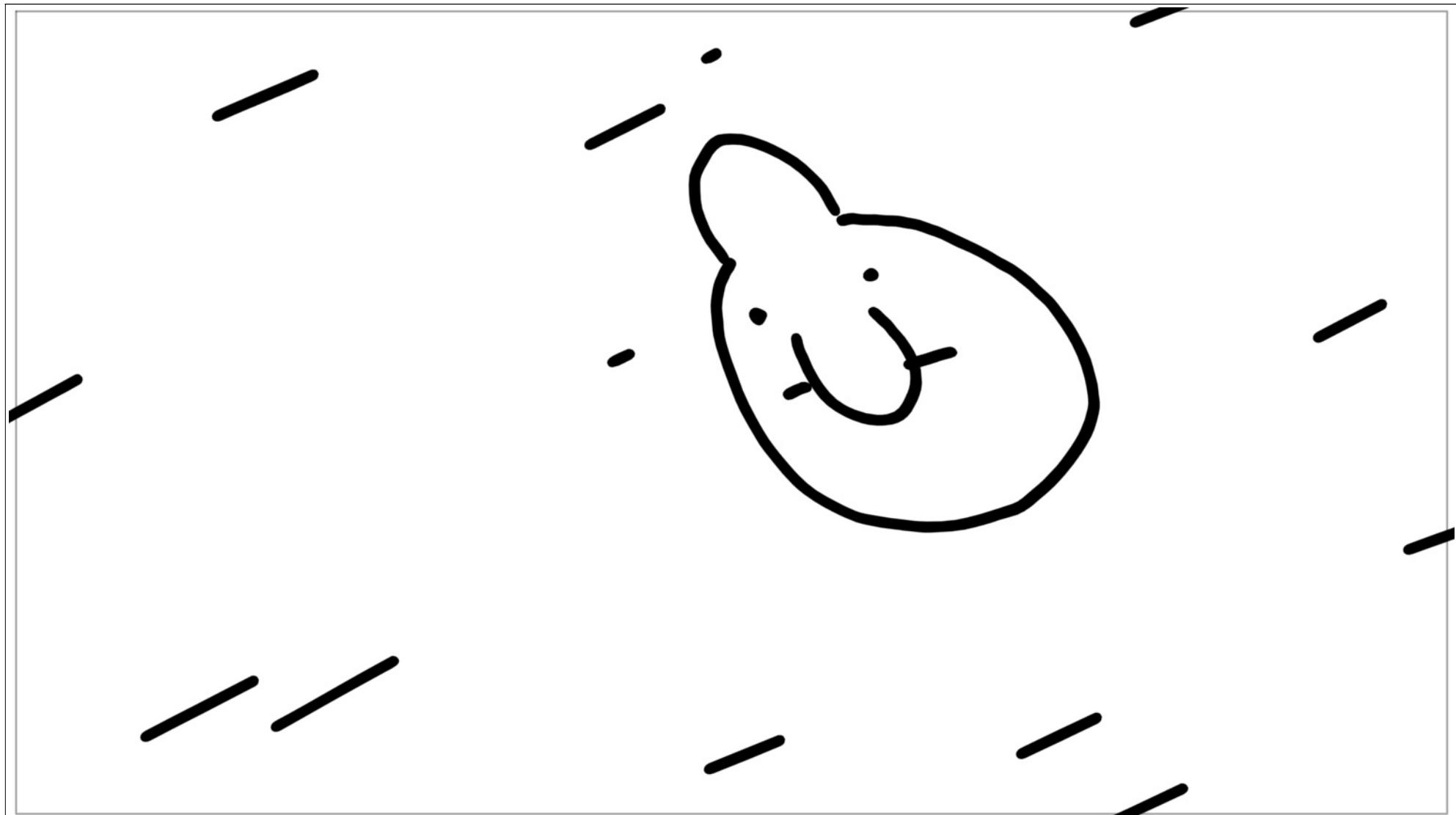
Scene	Duration	Panel	Duration
117	05:00	1	01:00



Scene	Duration	Panel	Duration
117	05:00	2	01:00



Scene	Duration	Panel	Duration
117	05:00	3	01:00



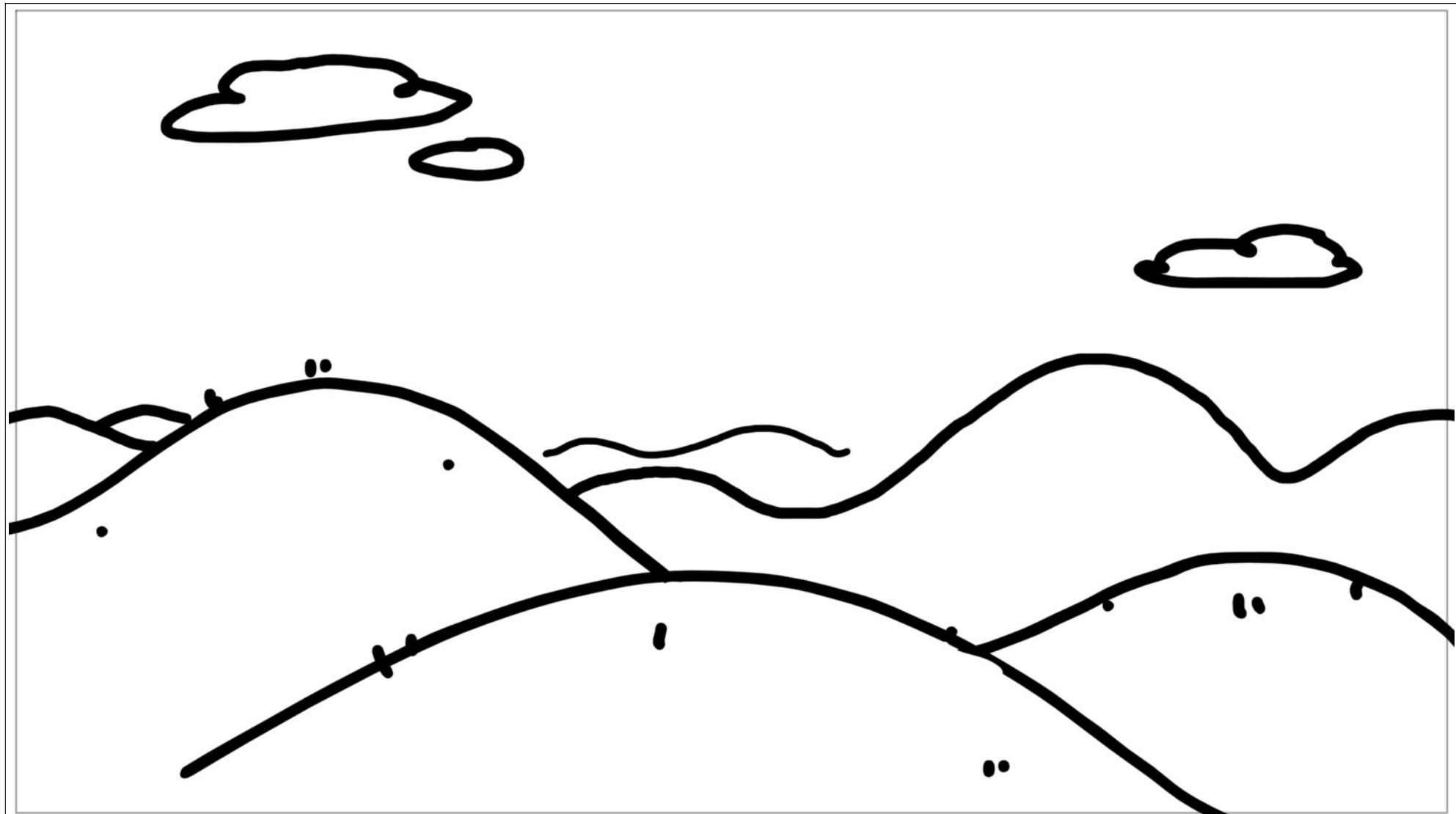
Scene	Duration	Panel	Duration
117	05:00	4	01:00



Scene	Duration	Panel	Duration
117	05:00	5	01:00



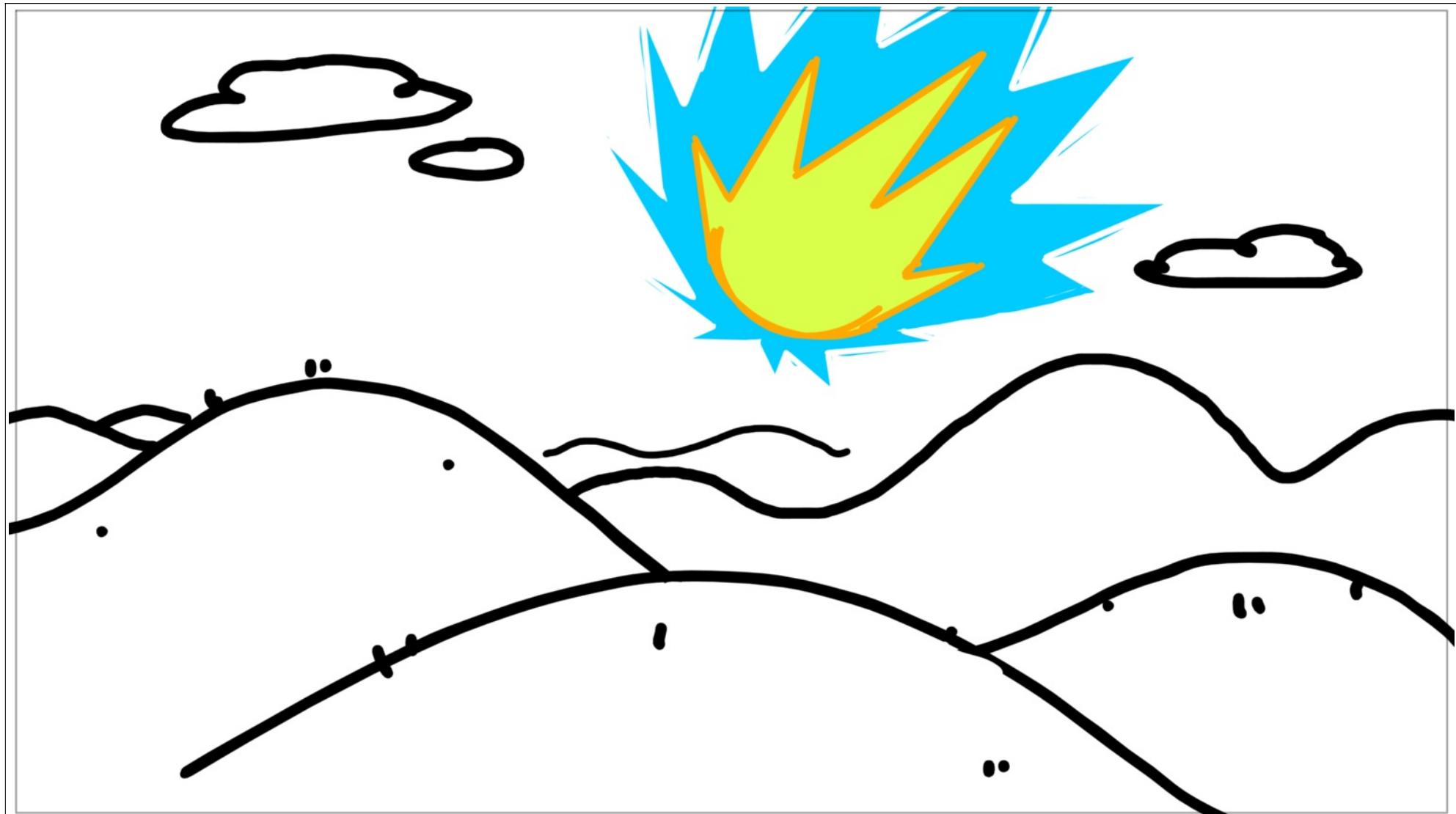
Scene	Duration	Panel	Duration
118	05:00	1	01:00



Scene	Duration	Panel	Duration
118	05:00	2	01:00



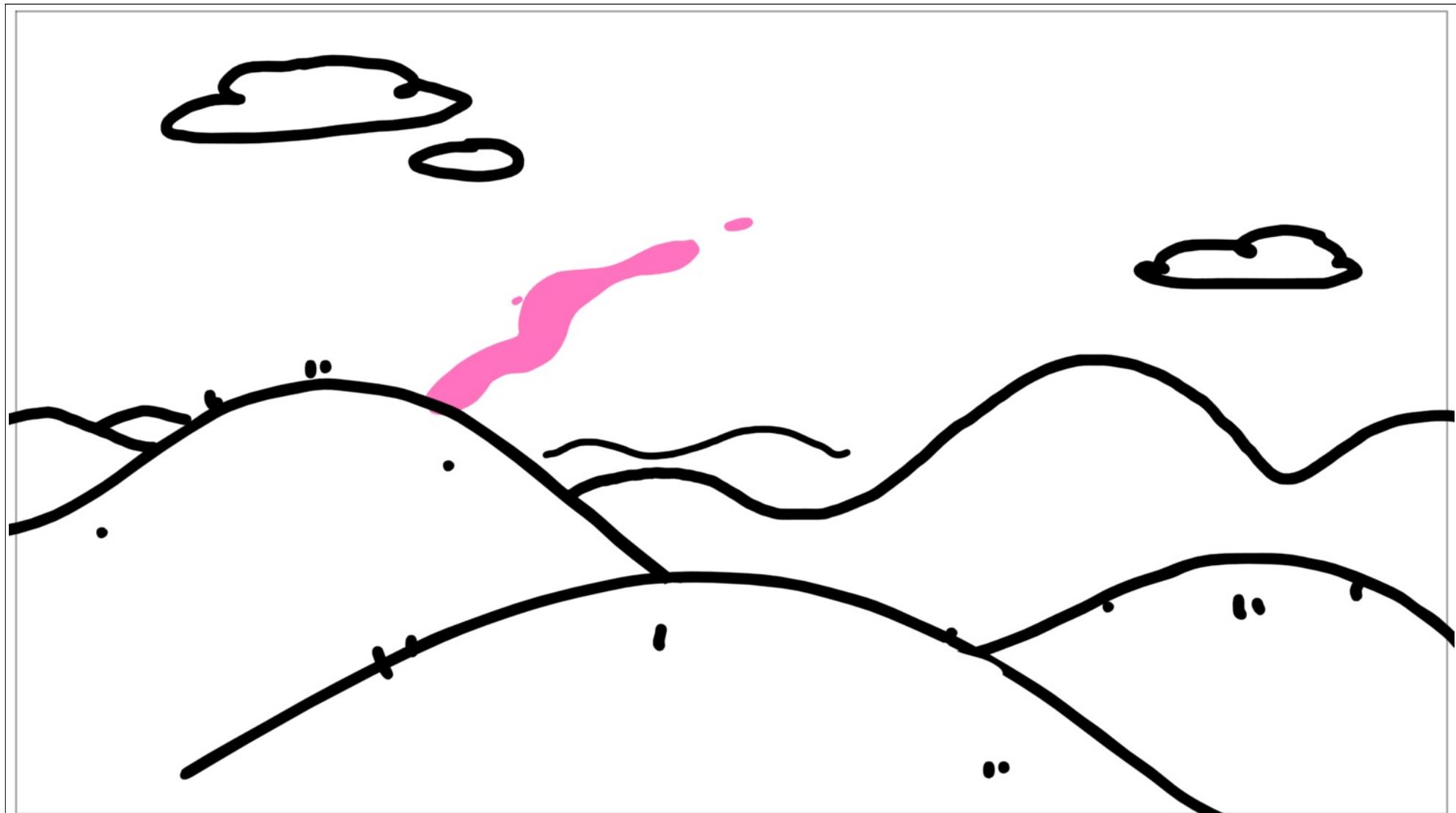
Scene	Duration	Panel	Duration
118	05:00	3	01:00



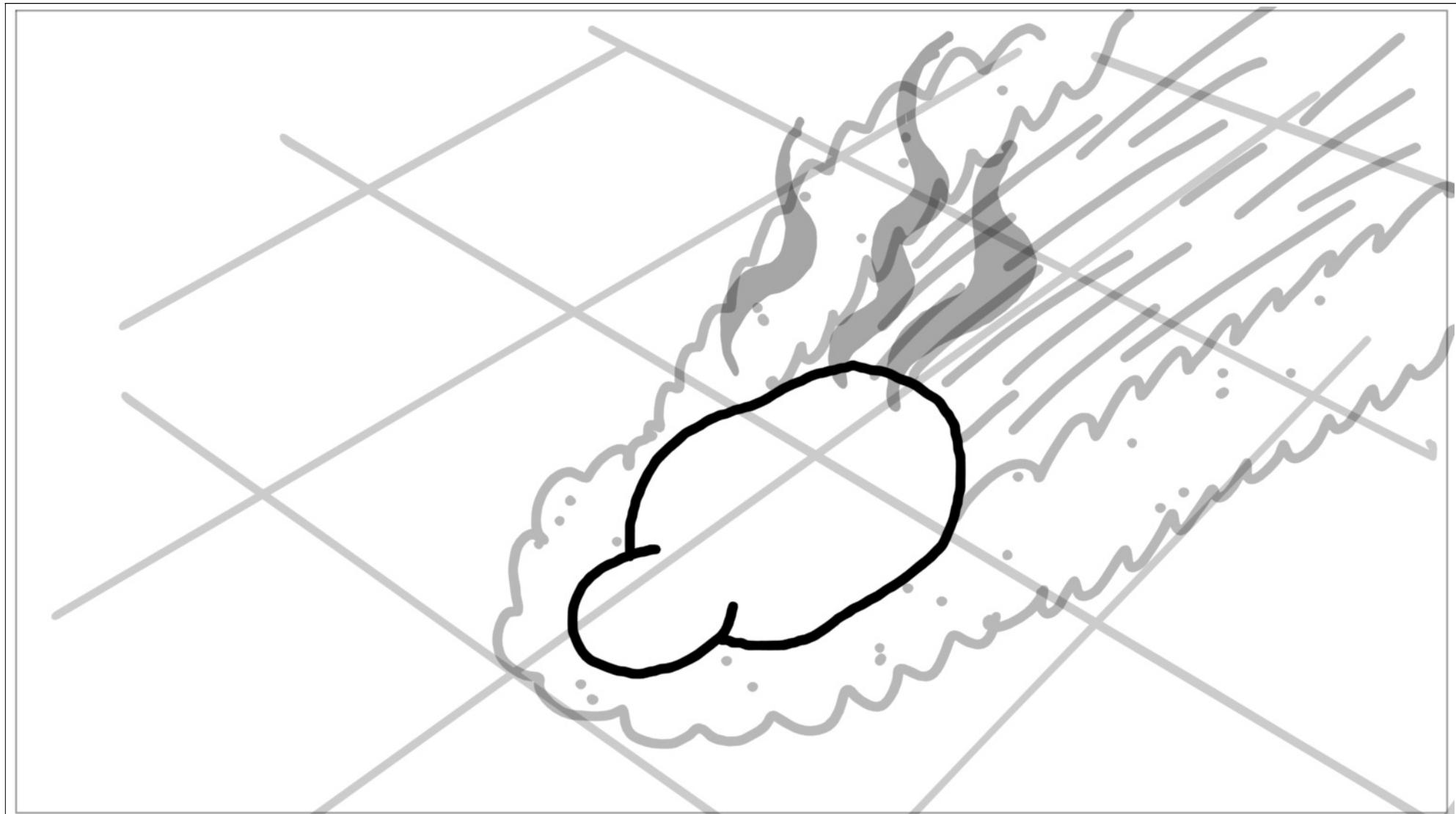
Scene	Duration	Panel	Duration
118	05:00	4	01:00



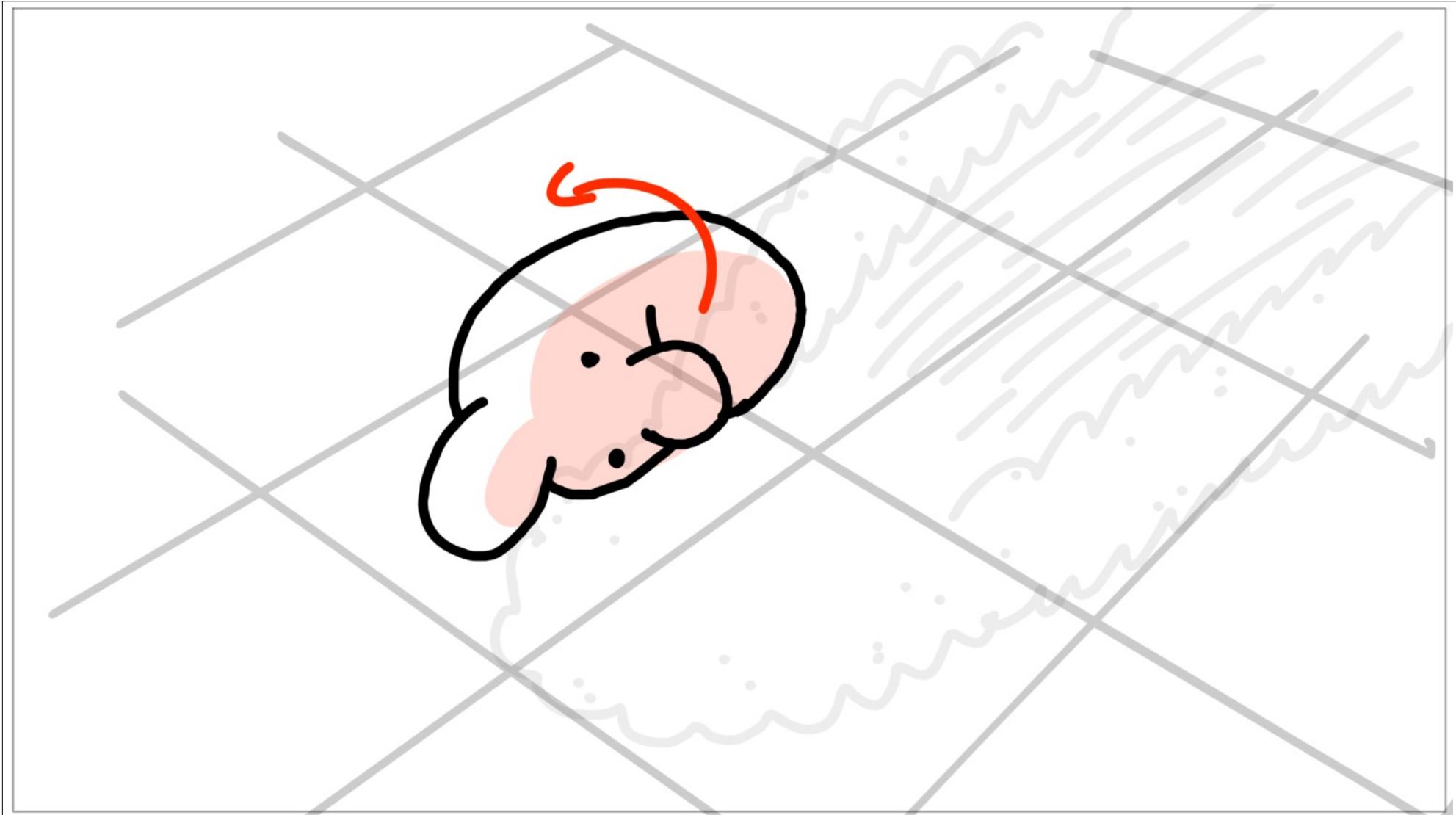
Scene	Duration	Panel	Duration
118	05:00	5	01:00



Scene	Duration	Panel	Duration
119	08:00	1	01:00



Scene	Duration	Panel	Duration
119	08:00	2	01:00



Action Notes

Ricky rolls over on its side

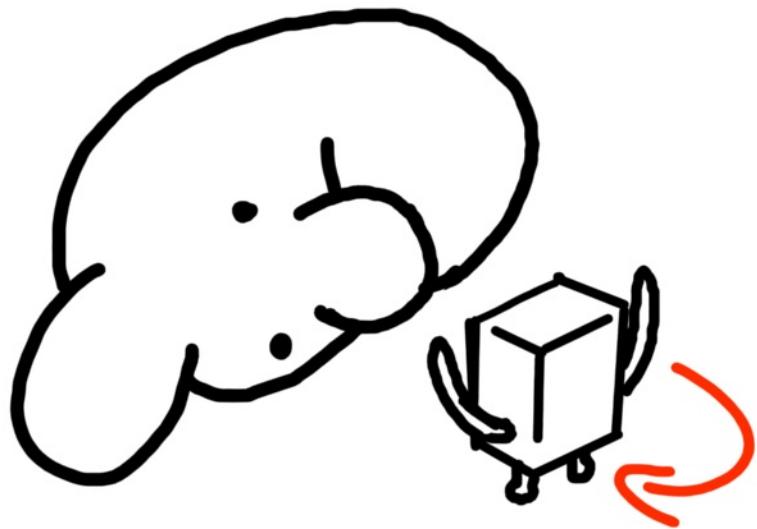
Scene	Duration	Panel	Duration
119	08:00	3	01:00



Dialog

BMO: Ricky, you beast. You are so strong.

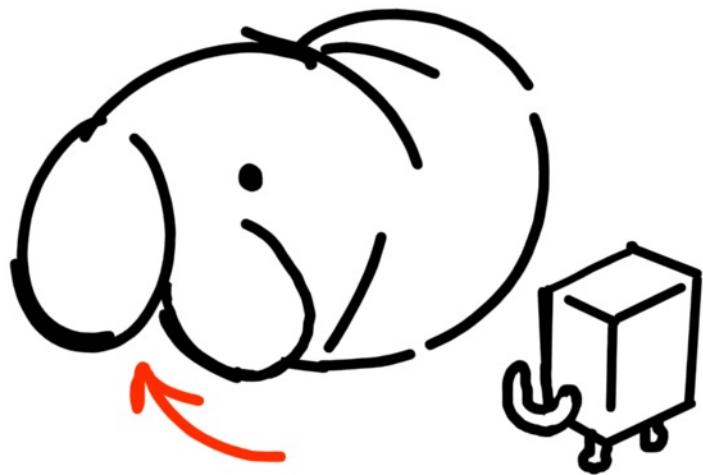
Scene	Duration	Panel	Duration
119	08:00	4	01:00



Dialog

BMO: Now, go! be free!!

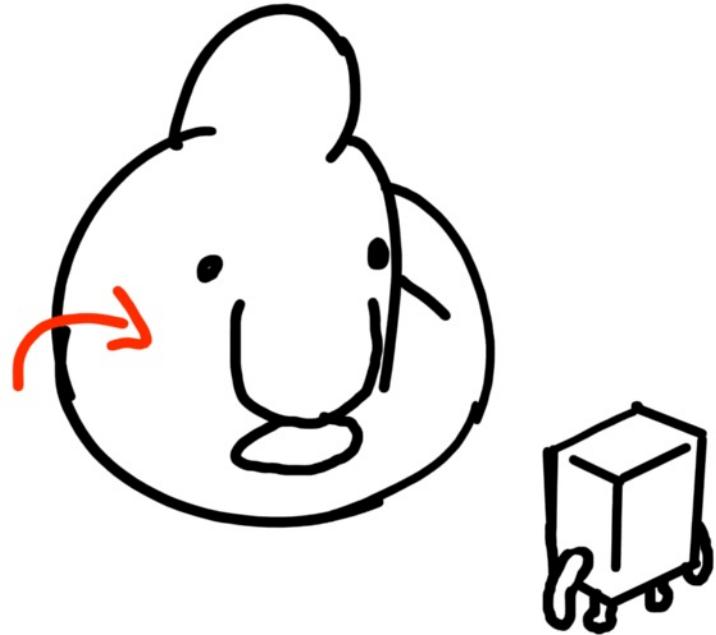
Scene	Duration	Panel	Duration
119	08:00	5	01:00



Dialog

BMO: populate this world, Ricky!

Scene	Duration	Panel	Duration
119	08:00	6	01:00



Dialog

Ricky: My name is Twinkletoes.

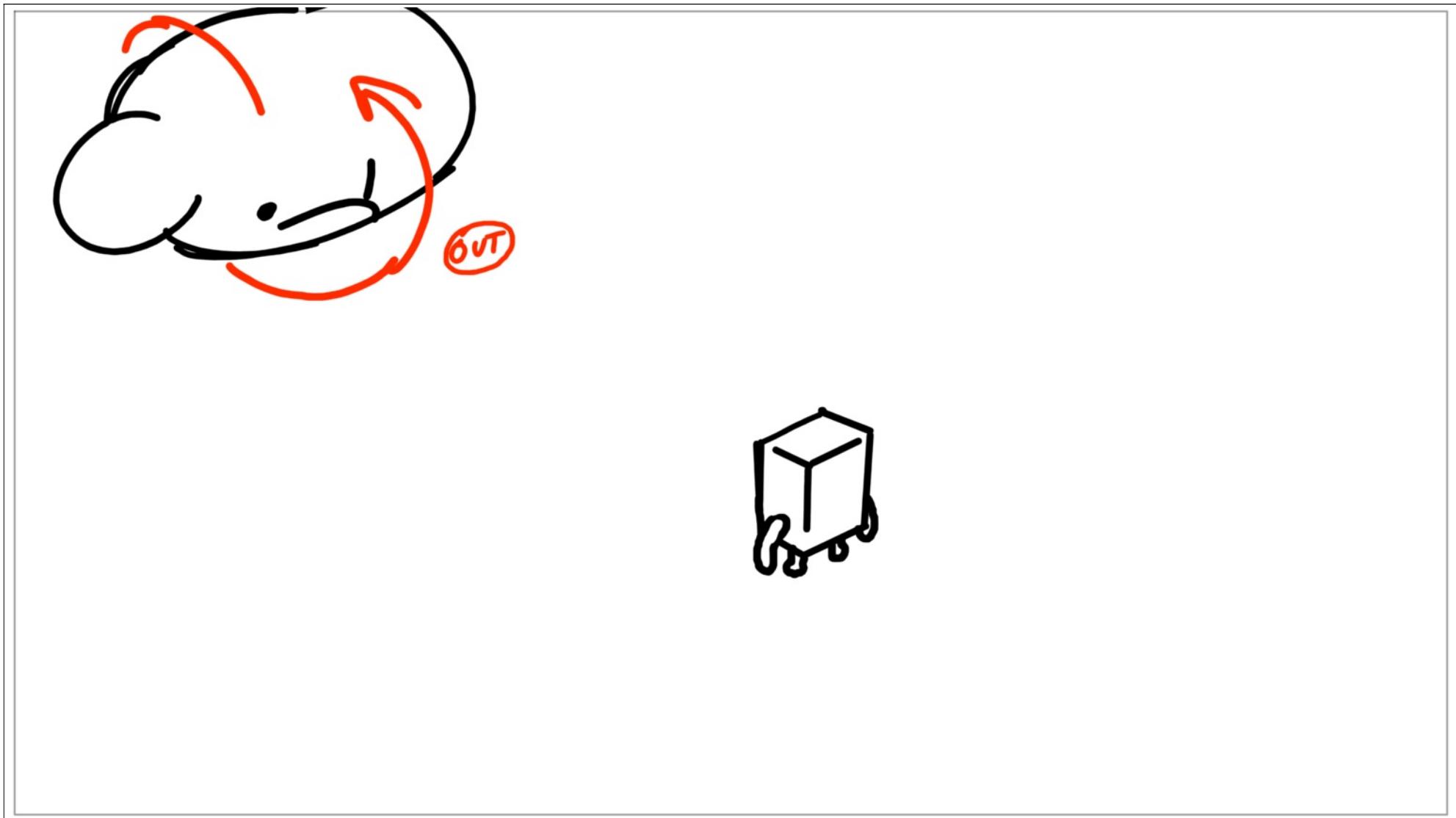
Scene	Duration	Panel	Duration
119	08:00	7	01:00



Dialog

Ricky: My name is Twinkletoes.

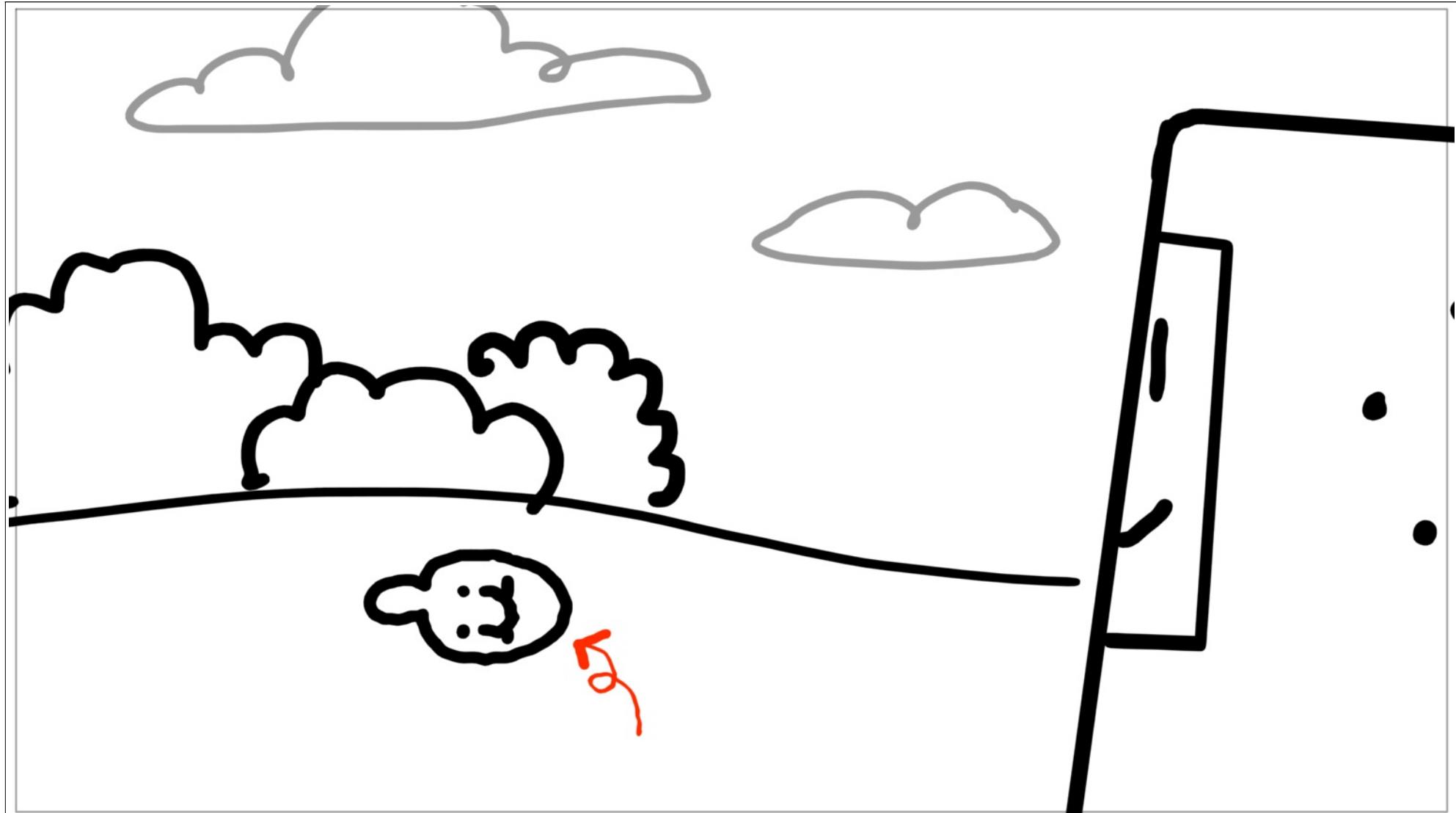
Scene	Duration	Panel	Duration
119	08:00	8	01:00



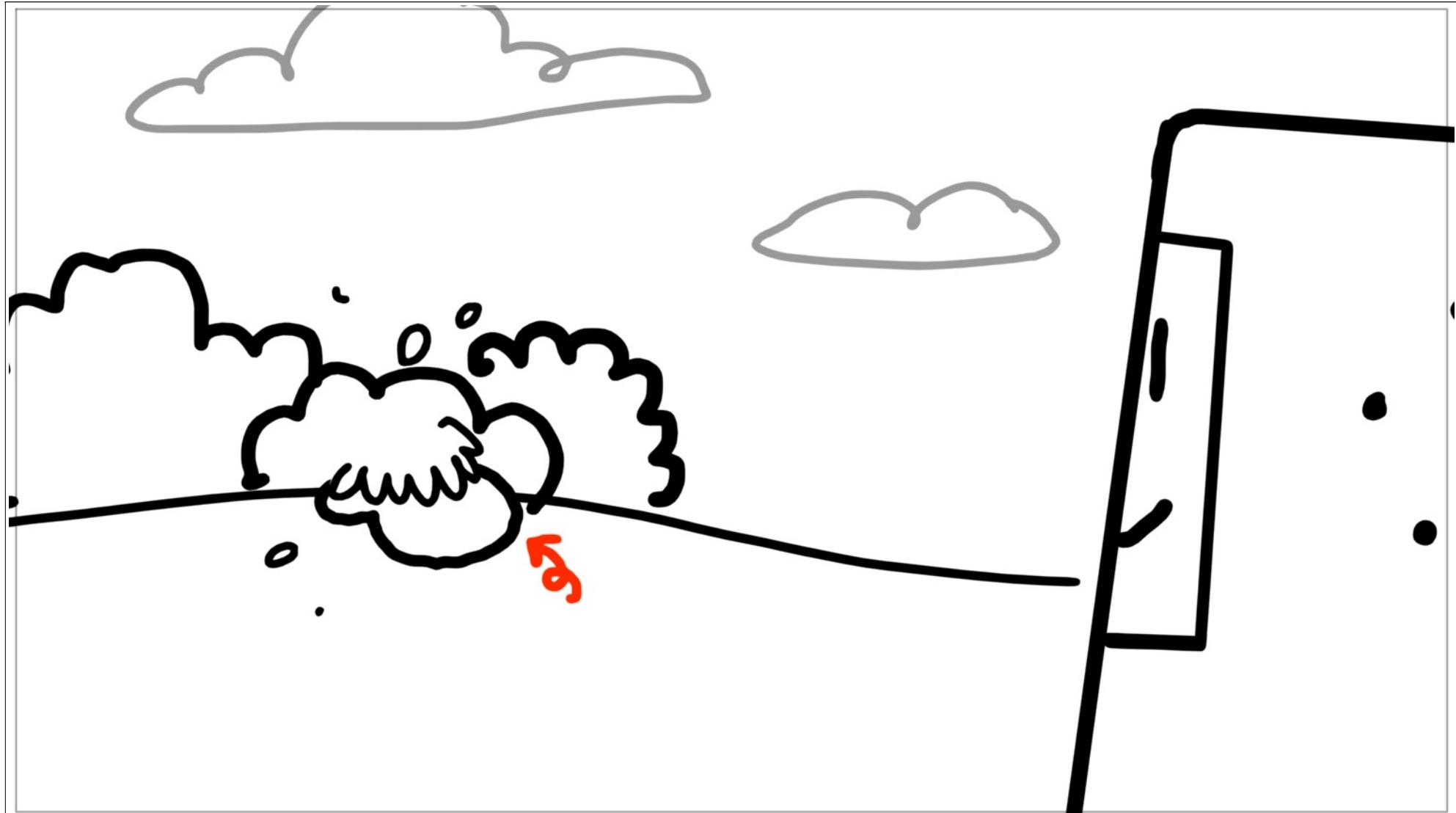
Dialog

Ricky: My name is Twinkletoes.

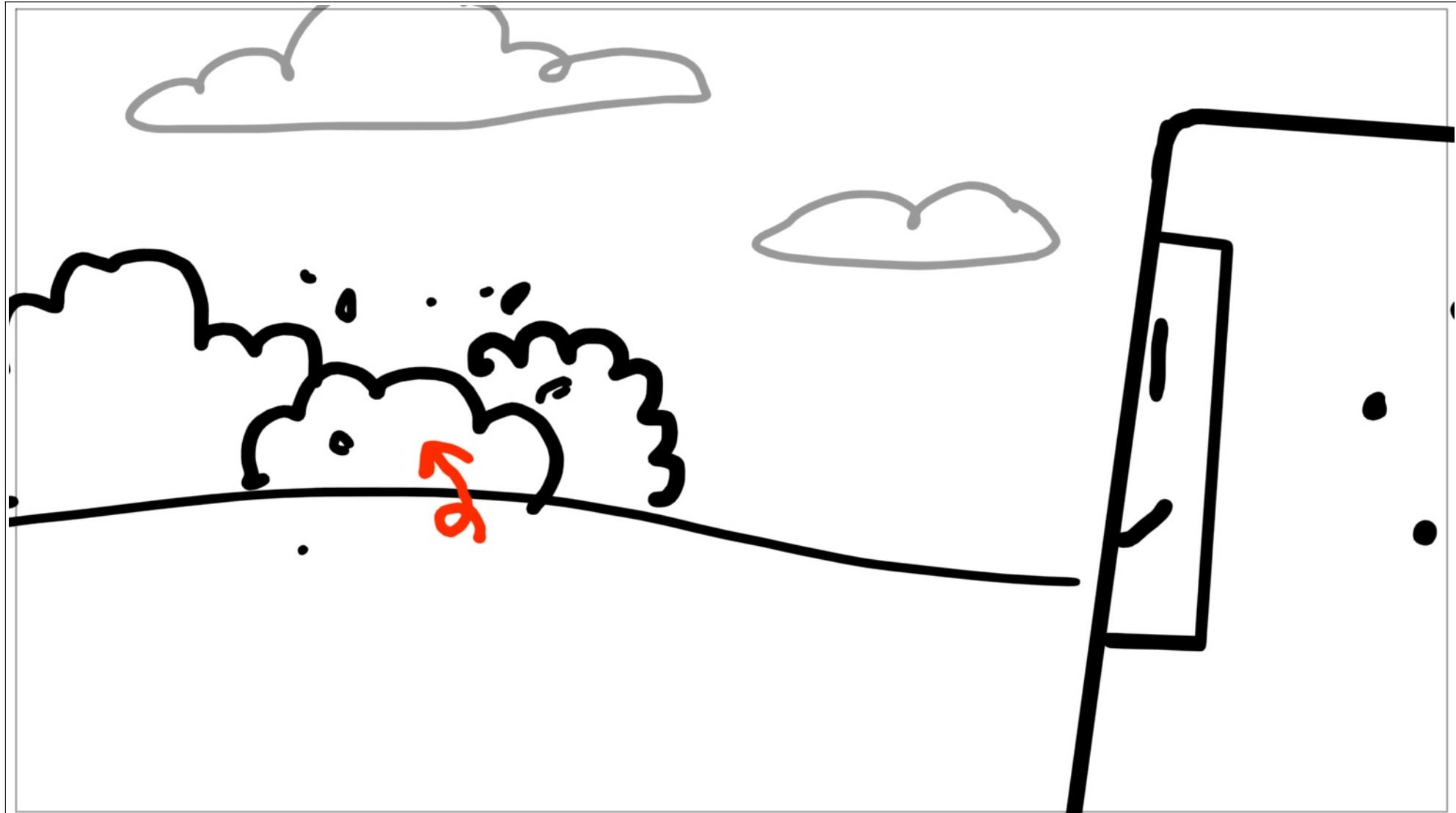
Scene	Duration	Panel	Duration
120	05:00	1	01:00



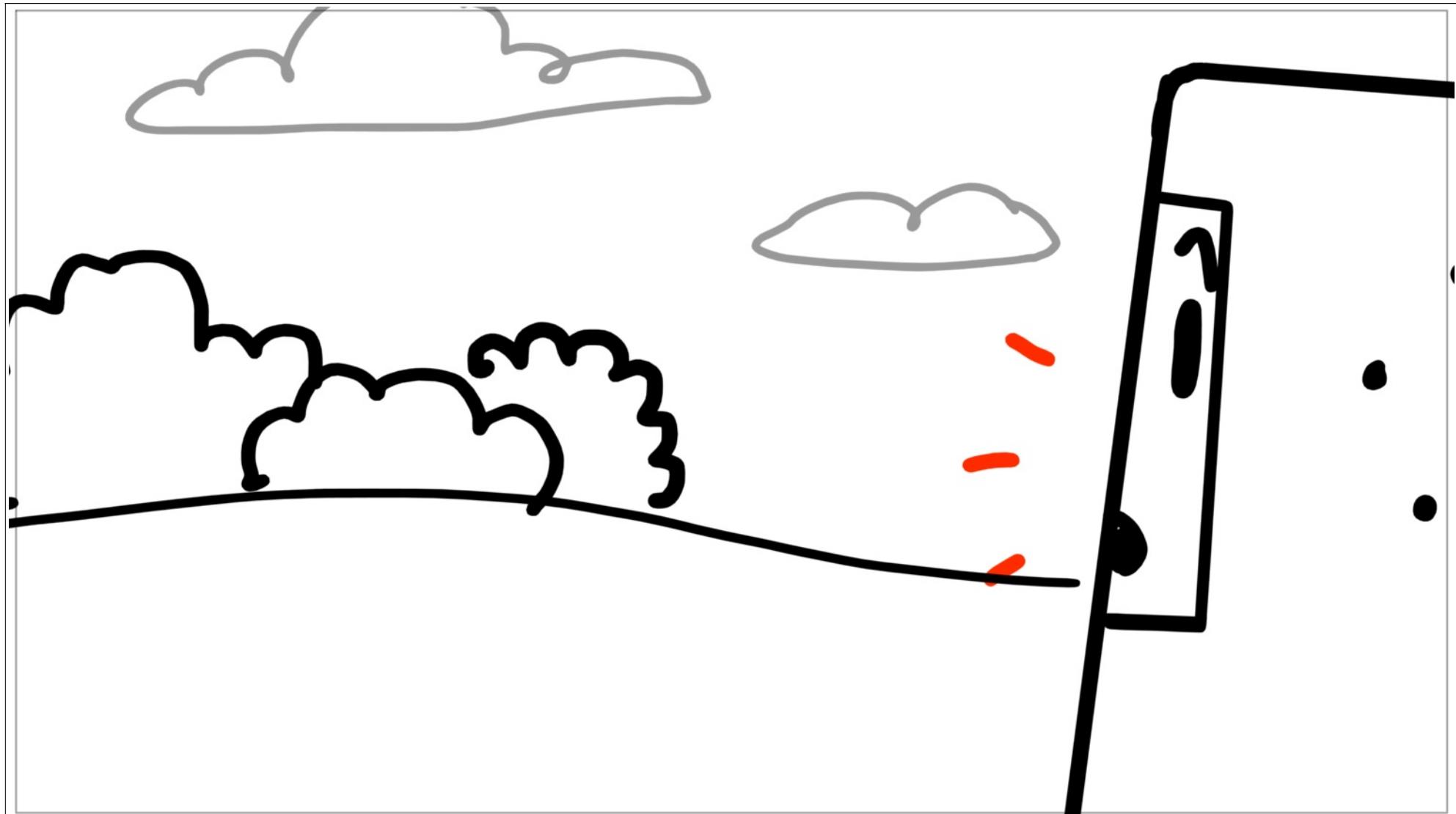
Scene	Duration	Panel	Duration
120	05:00	2	01:00



Scene	Duration	Panel	Duration
120	05:00	3	01:00



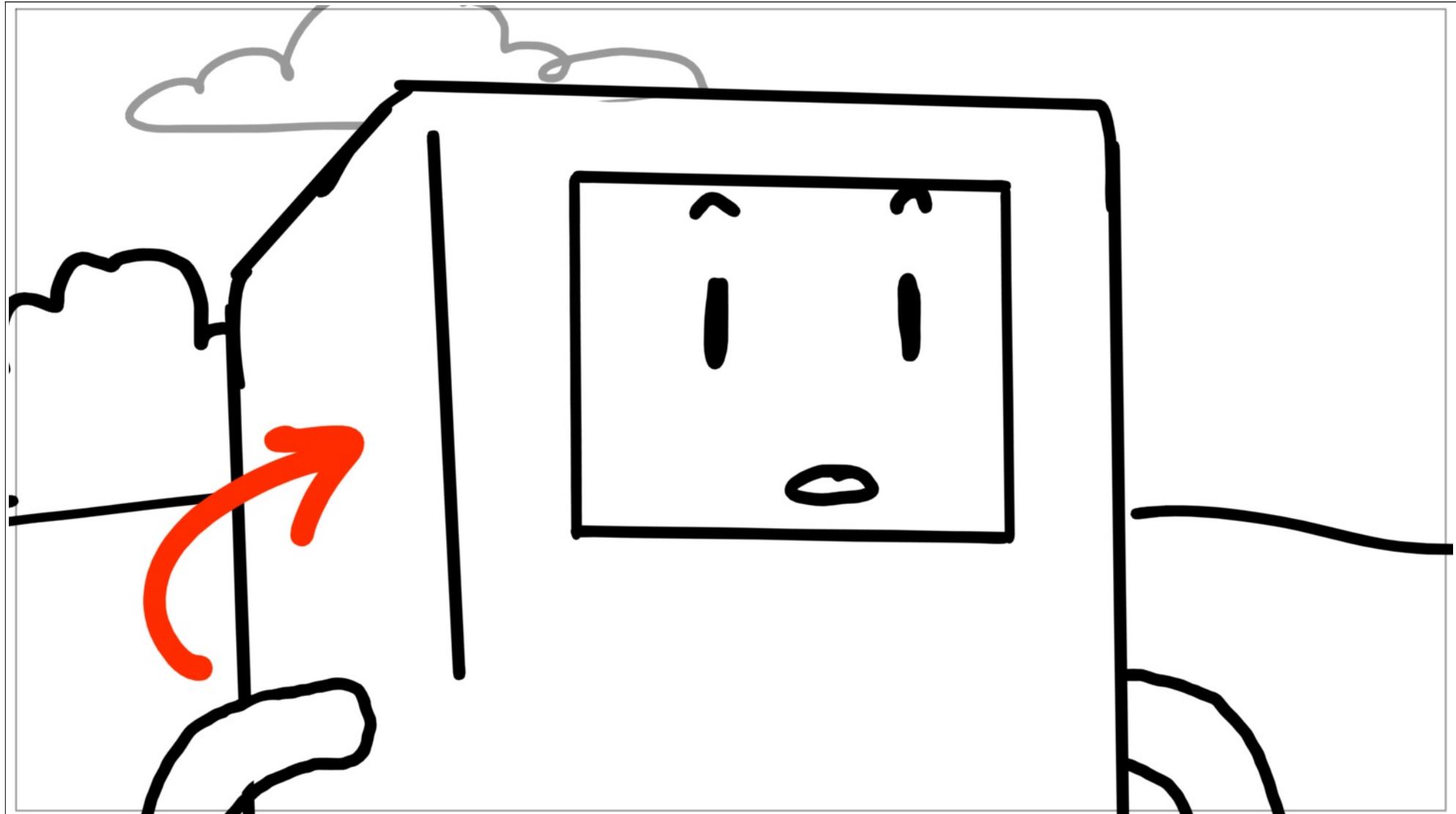
Scene	Duration	Panel	Duration
120	05:00	4	01:00



Dialog

sfx: (sound of kids playing in bg)

Scene	Duration	Panel	Duration
120	05:00	5	01:00



Action Notes

and he turns around

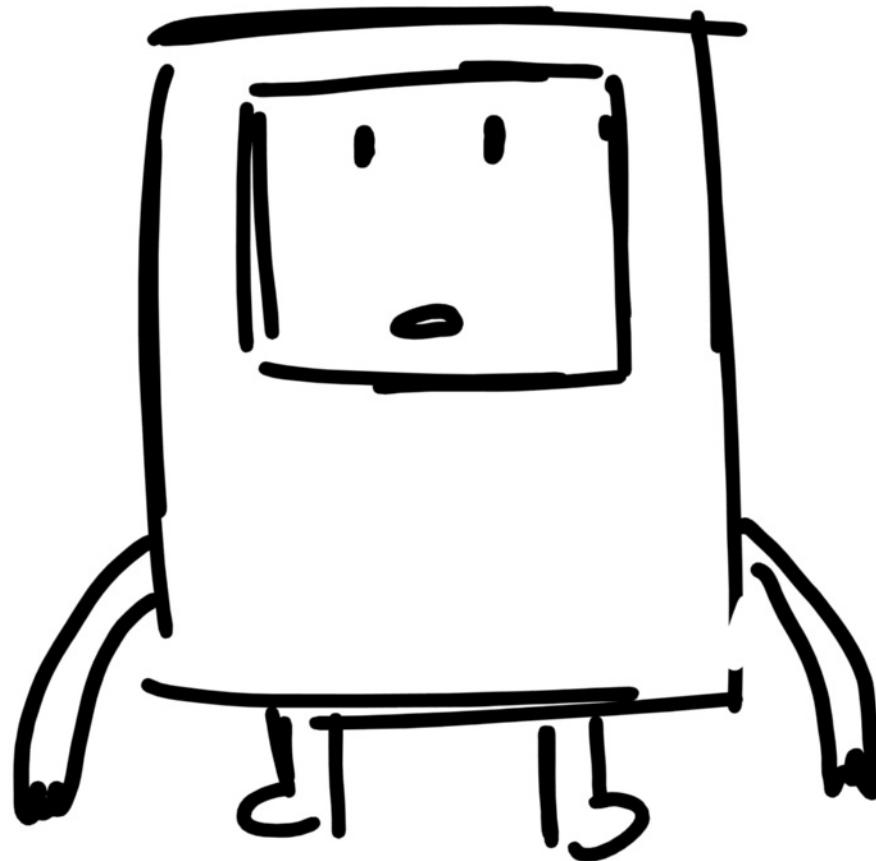
Scene	Duration	Panel	Duration
121	02:00	1	01:00



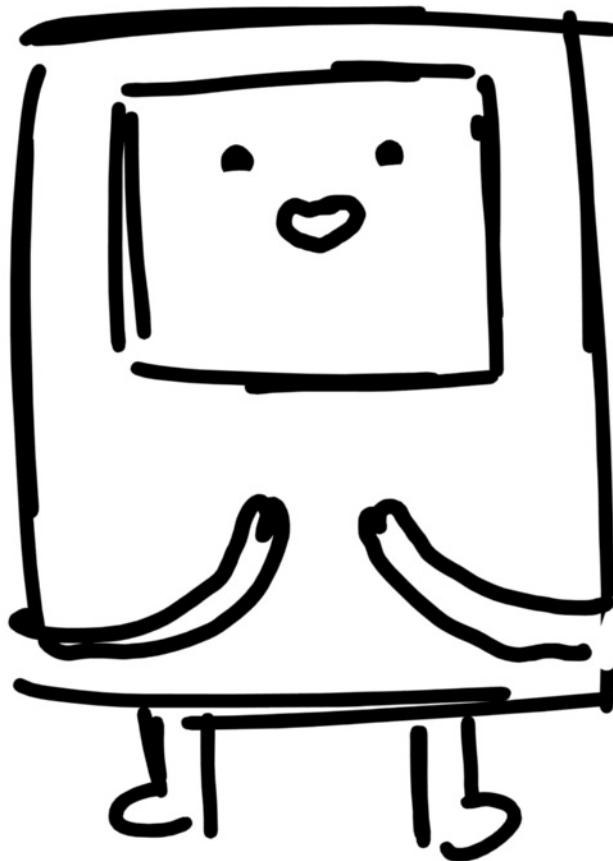
Scene	Duration	Panel	Duration
121	02:00	2	01:00



Scene	Duration	Panel	Duration
122	02:00	1	01:00



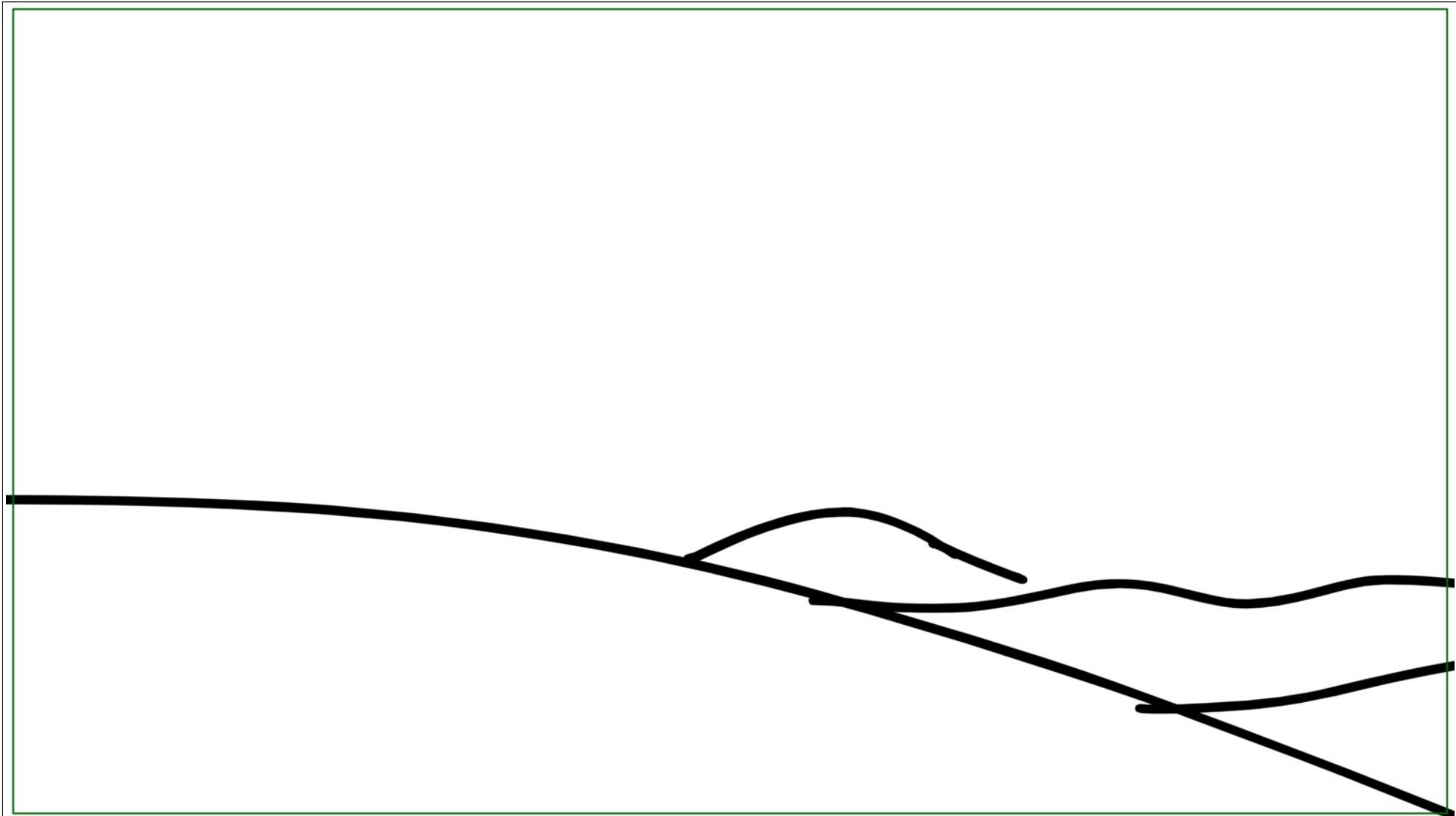
Scene	Duration	Panel	Duration
122	02:00	2	01:00



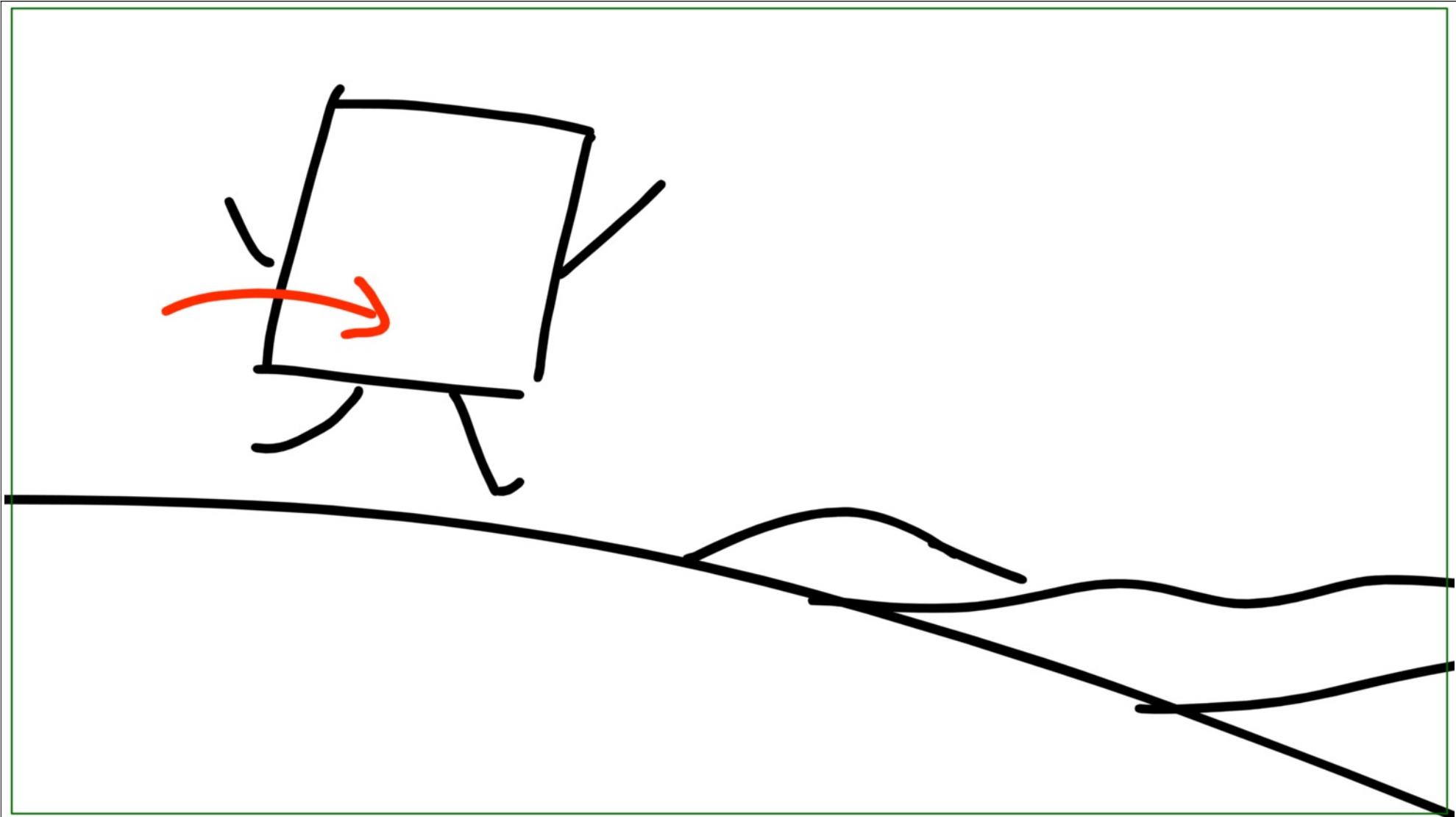
Dialog

BMO: i want to play.....!

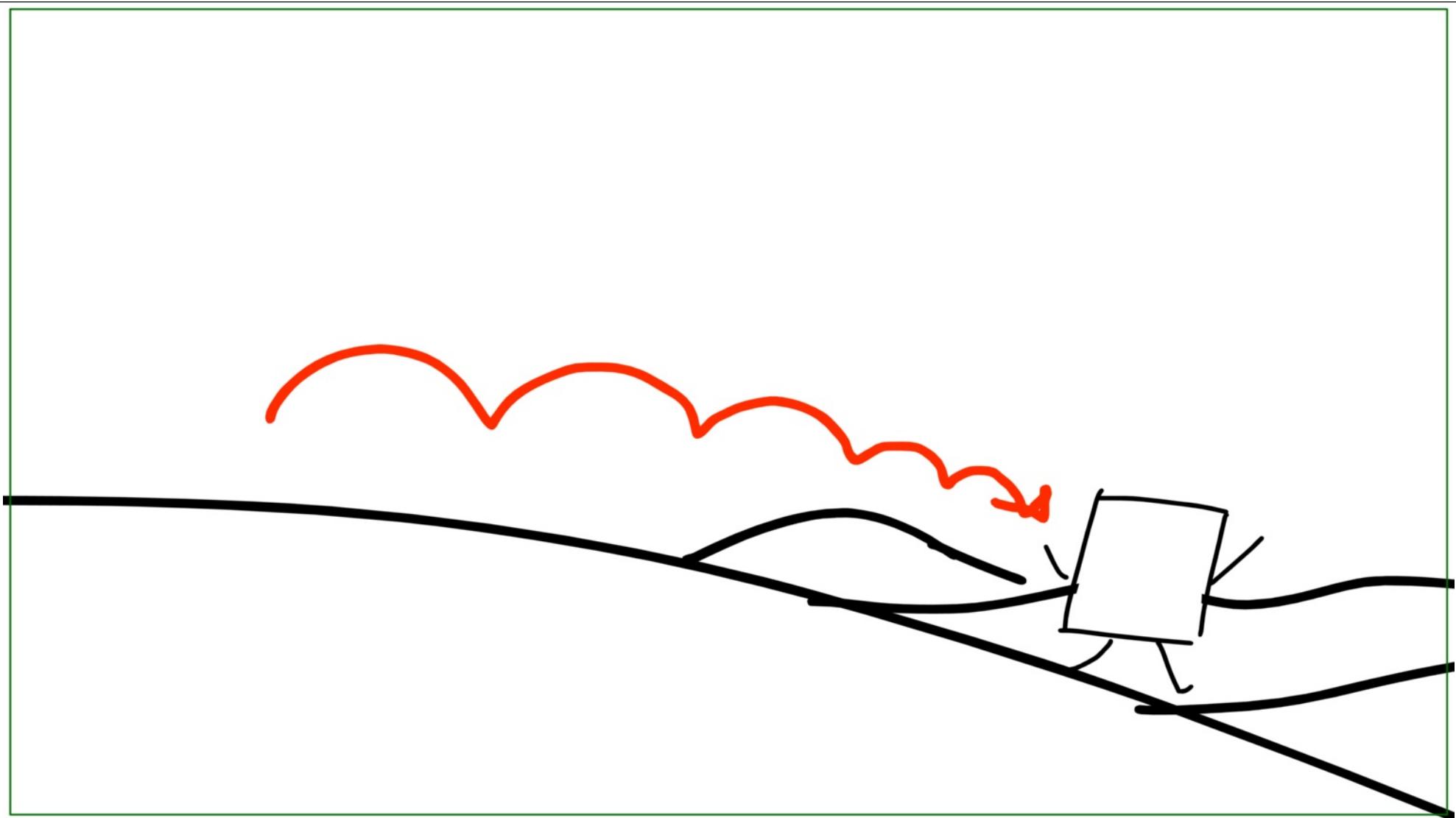
Scene	Duration	Panel	Duration
123	06:00	1	01:00



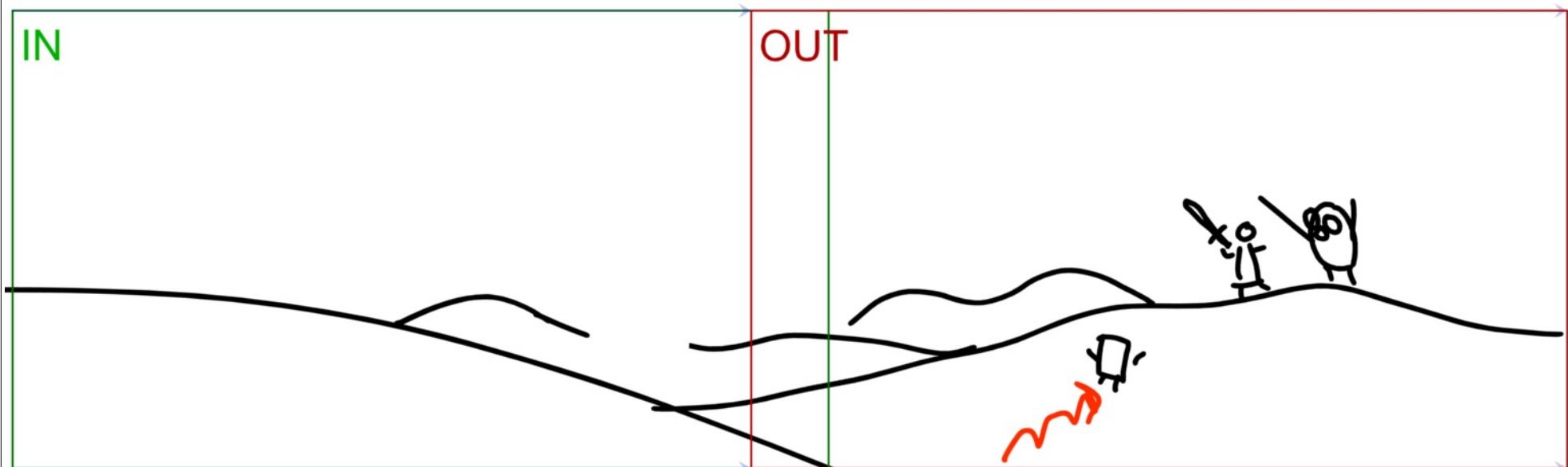
Scene	Duration	Panel	Duration
123	06:00	2	01:00



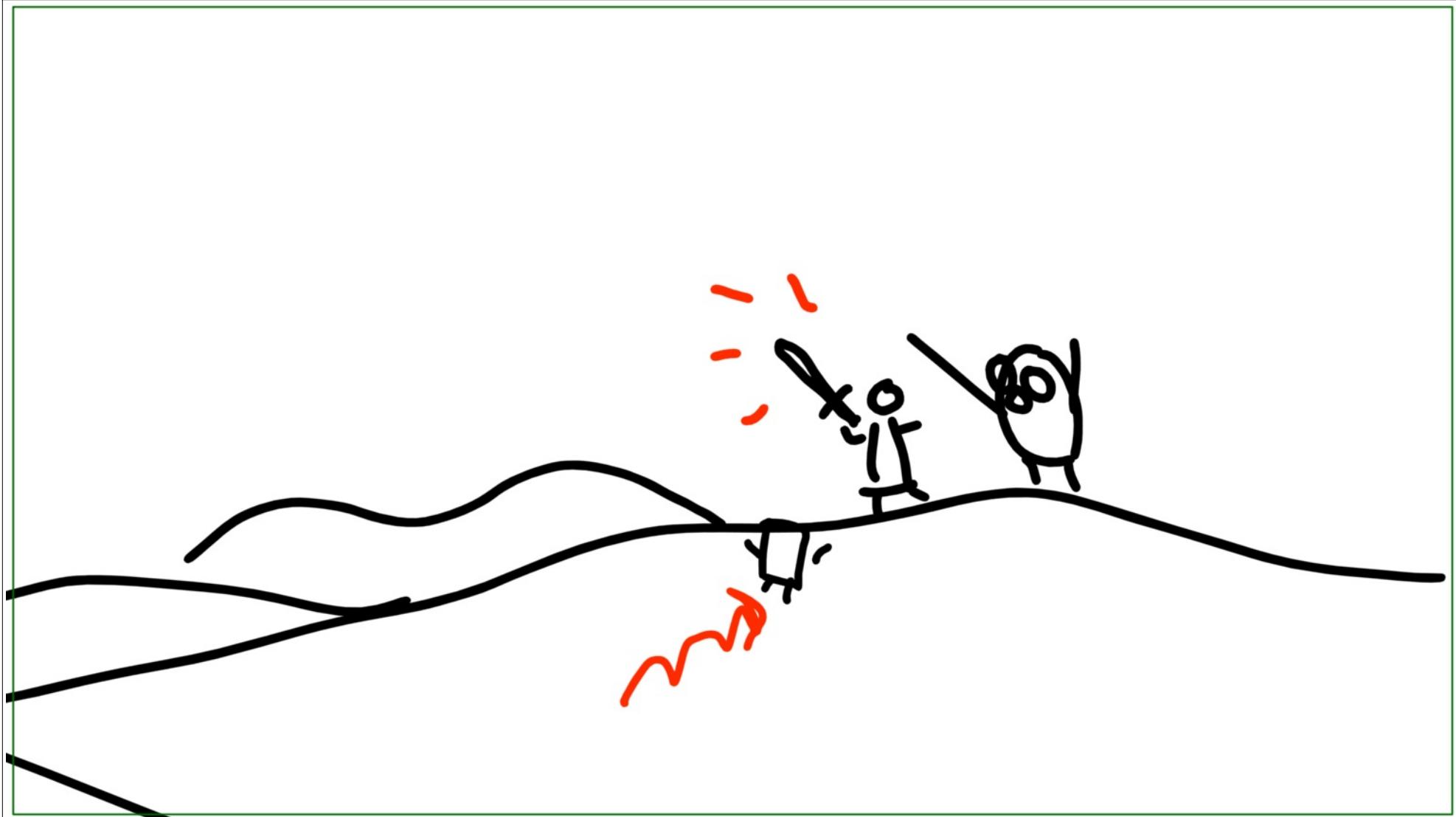
Scene	Duration	Panel	Duration
123	06:00	3	01:00



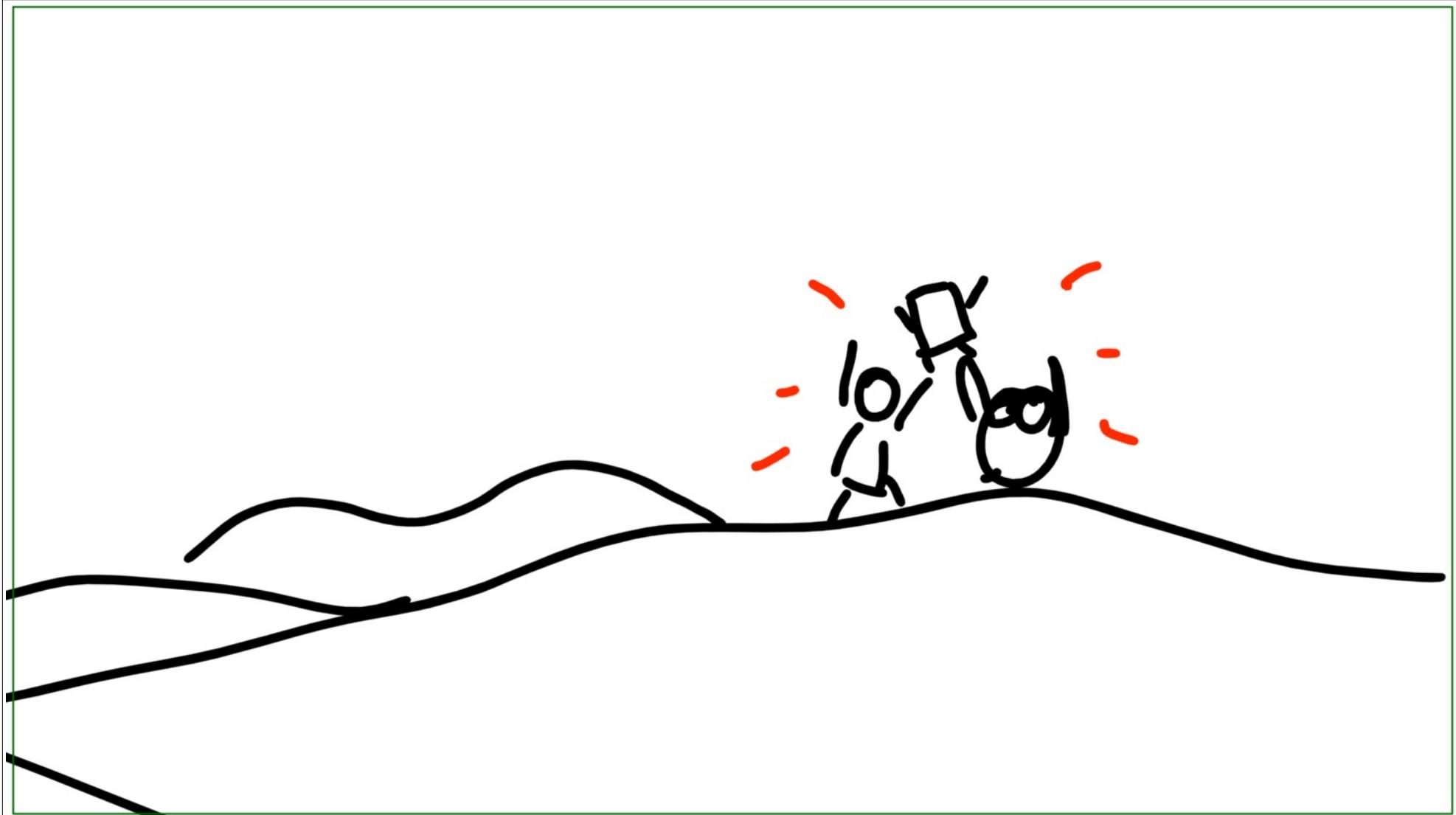
Scene	Duration	Panel	Duration
123	06:00	4	01:00



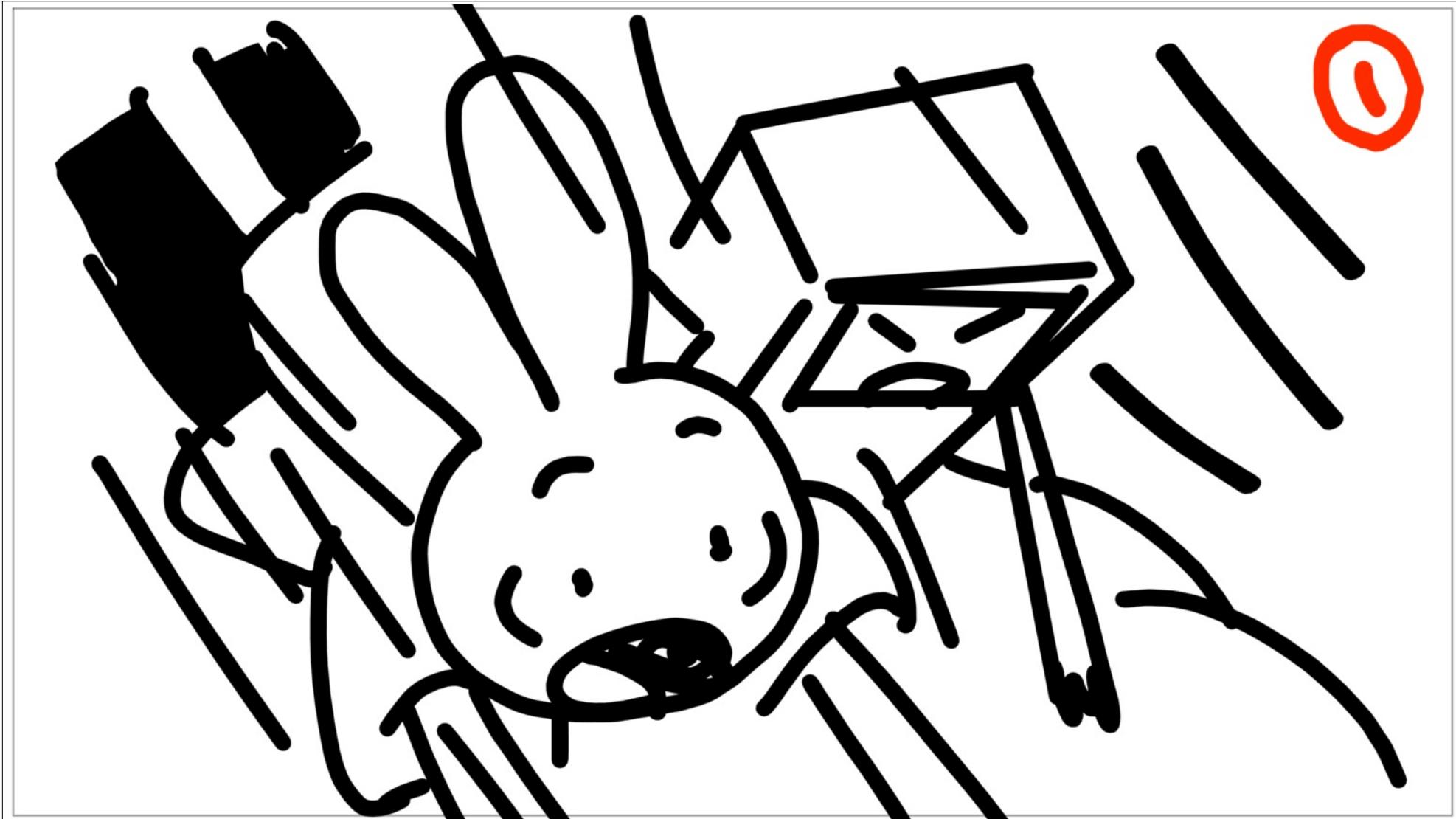
Scene	Duration	Panel	Duration
123	06:00	5	01:00



Scene	Duration	Panel	Duration
123	06:00	6	01:00



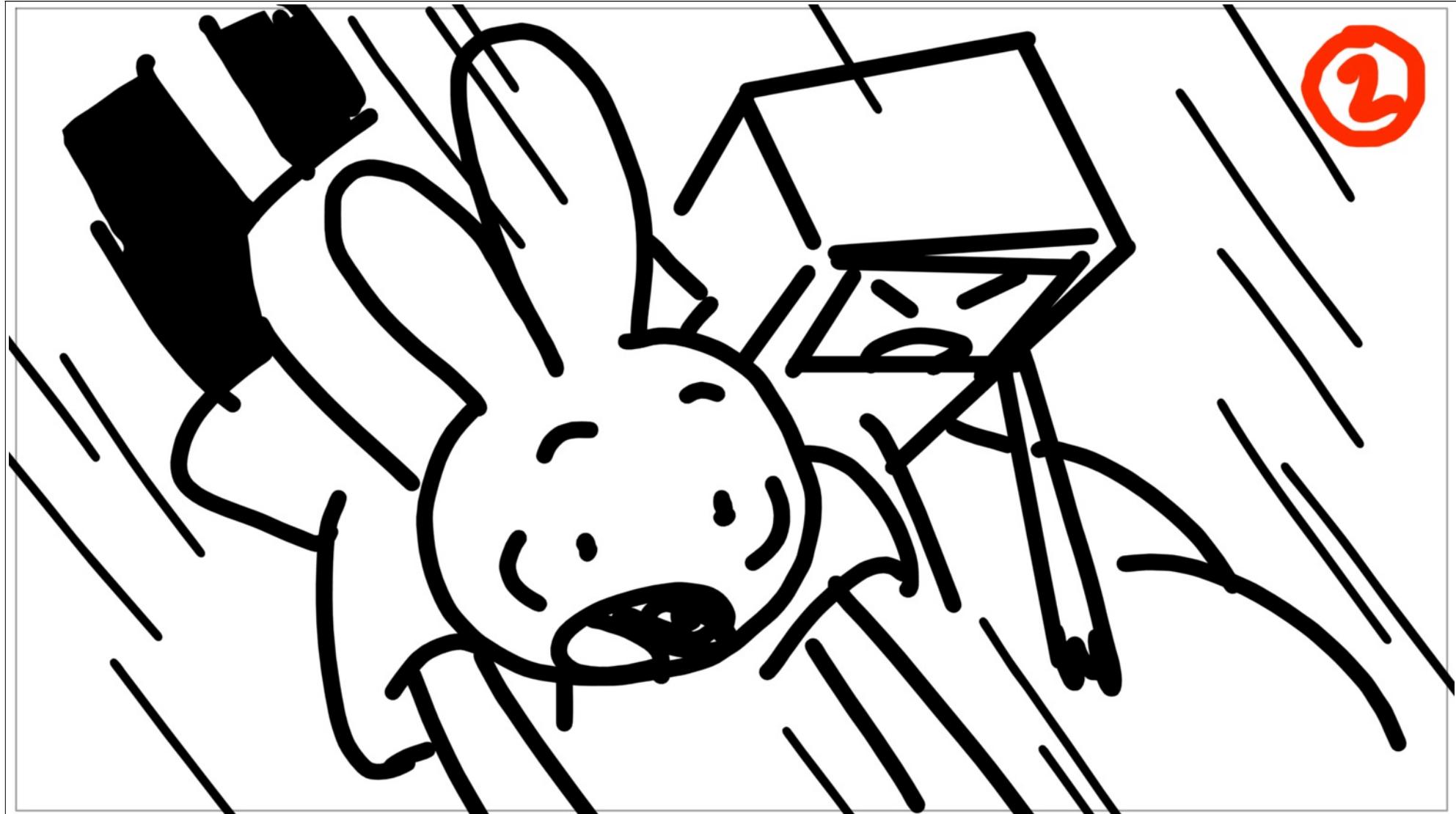
Scene	Duration	Panel	Duration
2	02:00	1	01:00



Dialog

BMO & Y5: (shrieking)

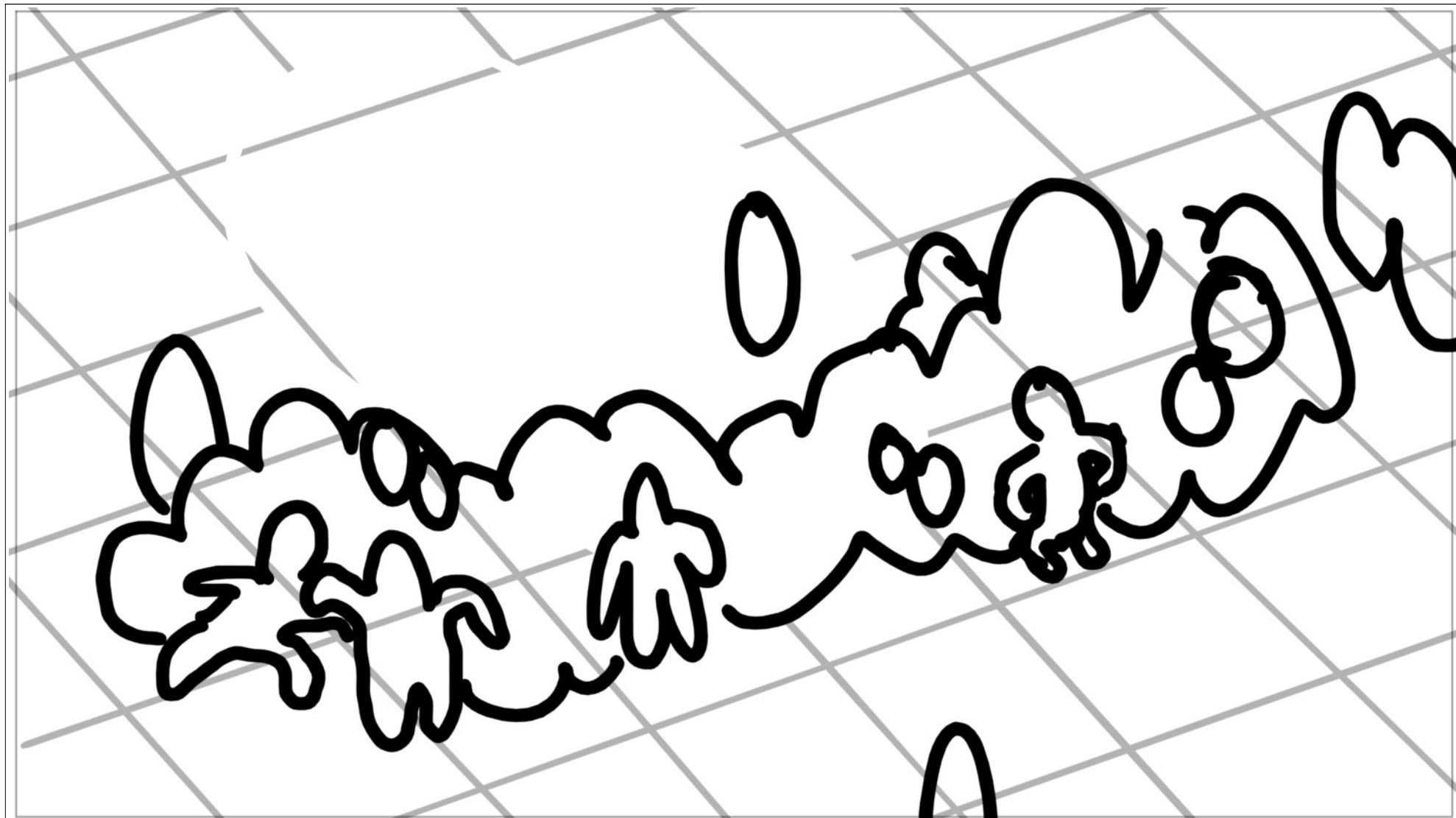
Scene	Duration	Panel	Duration
2	02:00	2	01:00



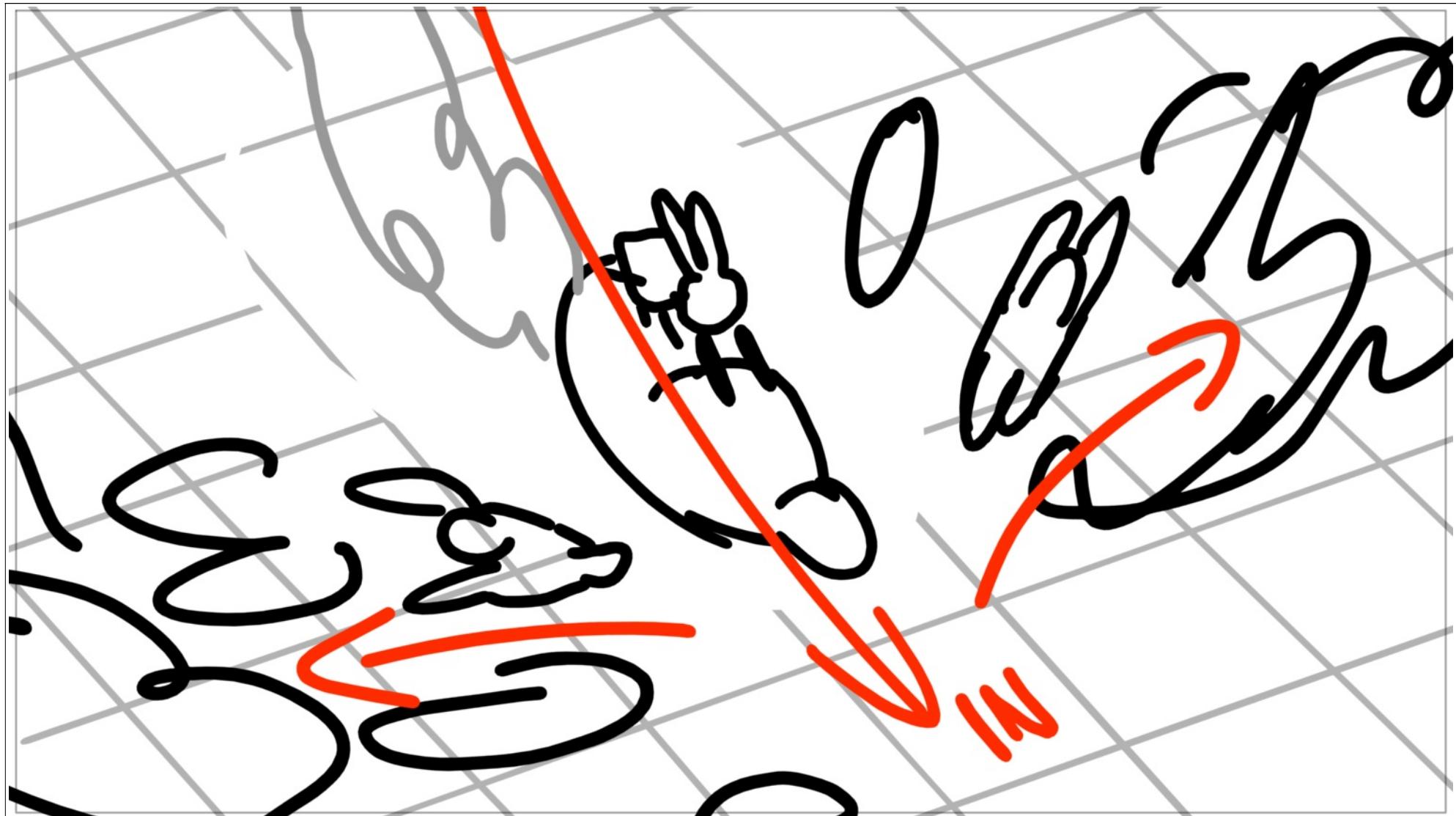
Dialog

BMO & Y5: (shrieking)

Scene	Duration	Panel	Duration
3	06:00	1	01:00



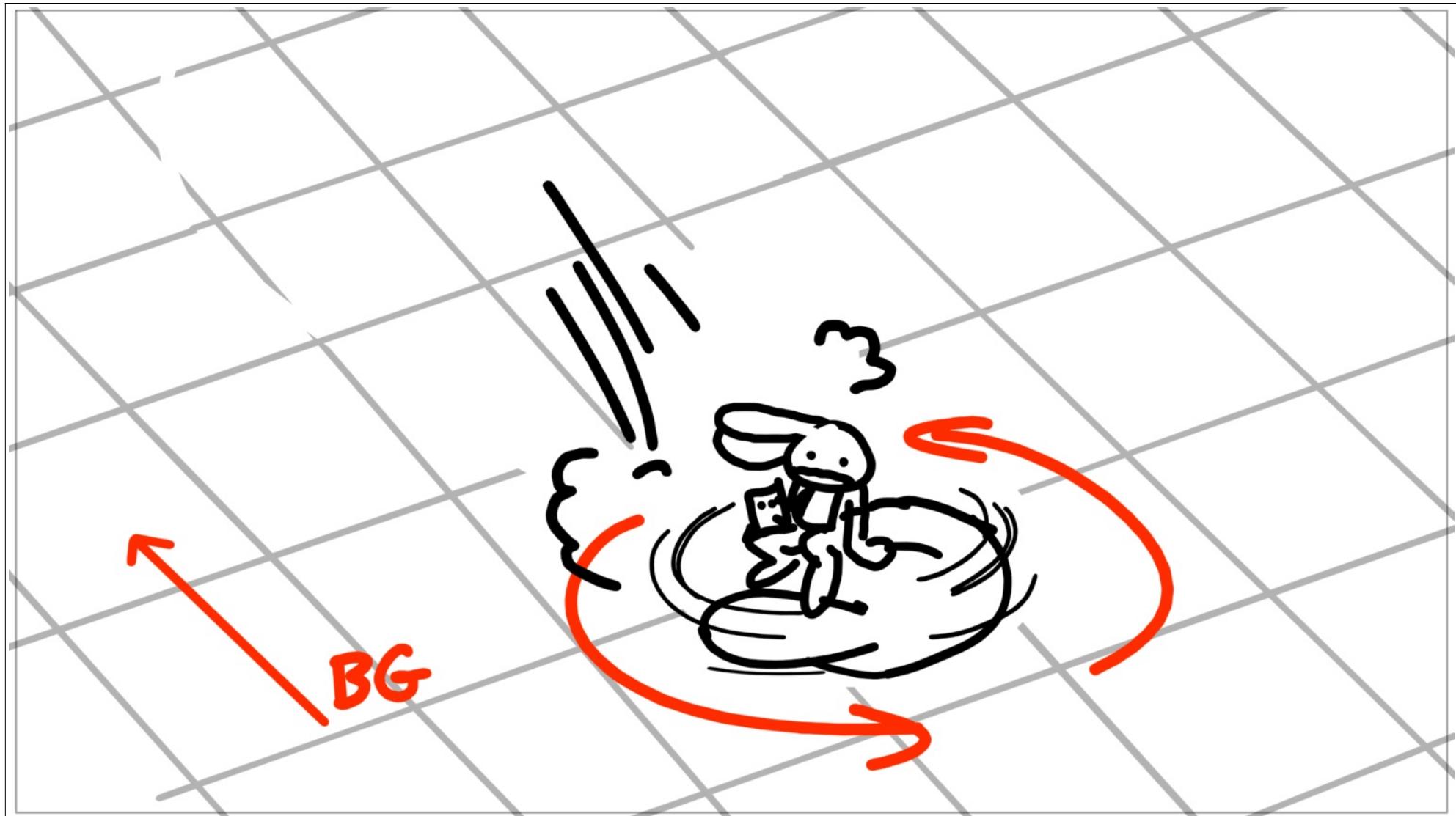
Scene	Duration	Panel	Duration
3	06:00	2	01:00



Action Notes

Crowd dives out of the way and Y5/BMO/Ricky come crash landing in

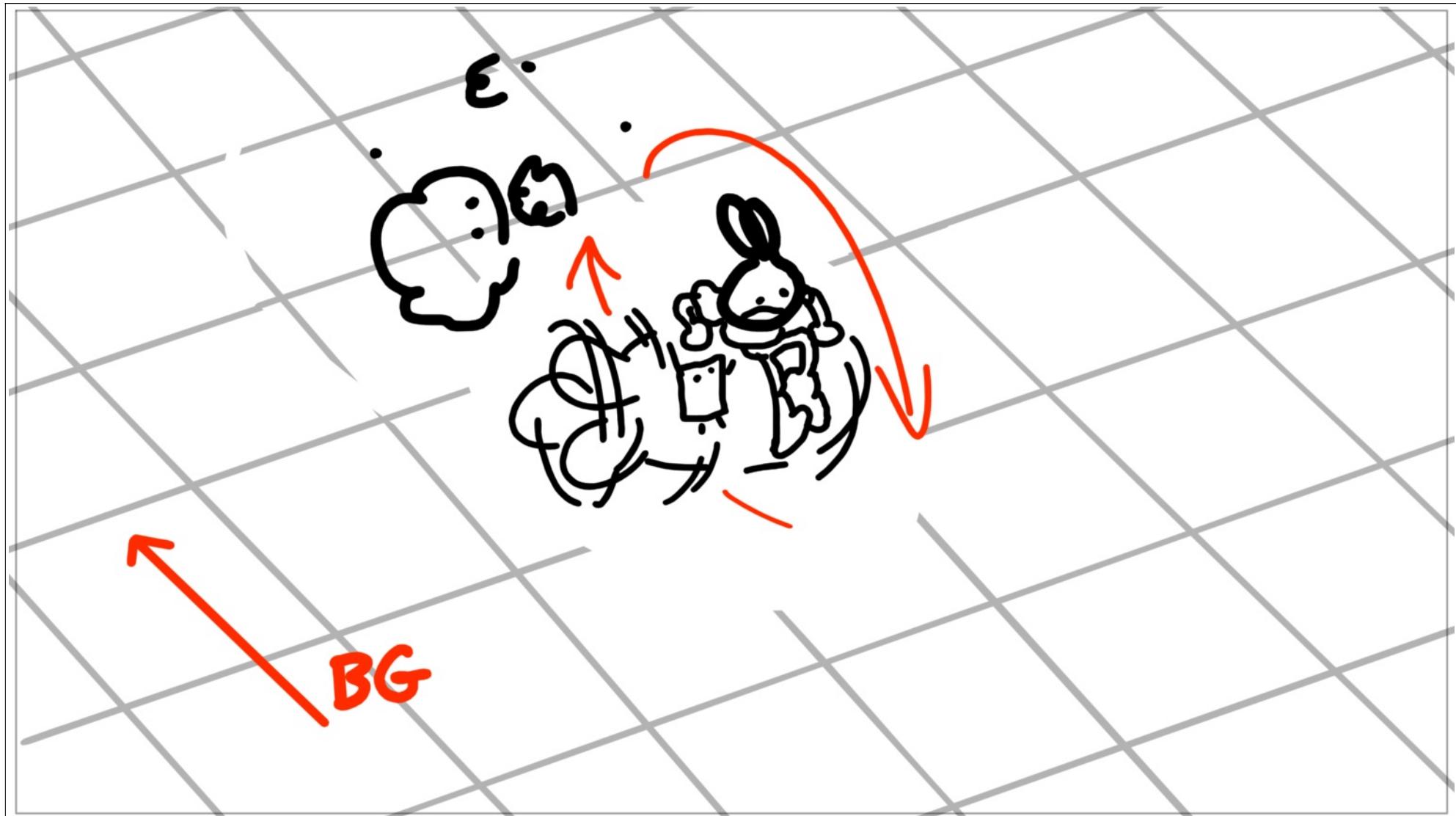
Scene	Duration	Panel	Duration
3	06:00	3	01:00



Action Notes

Ricky spins out and we see some antics of Y5/BMO trying not to fall off

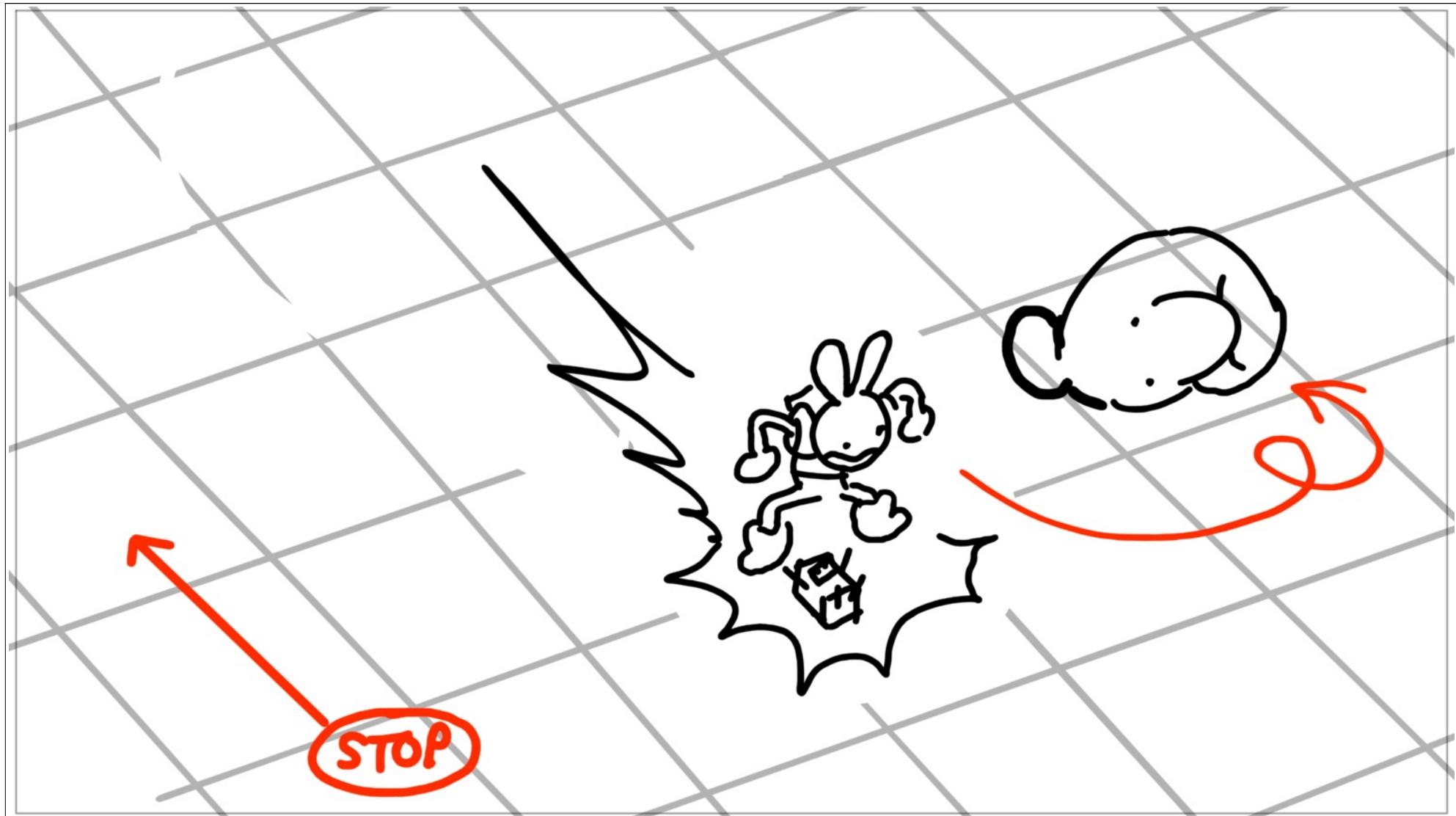
Scene	Duration	Panel	Duration
3	06:00	4	01:00



Action Notes

Ricky spins out and we see some antics of Y5/BMO trying not to fall off

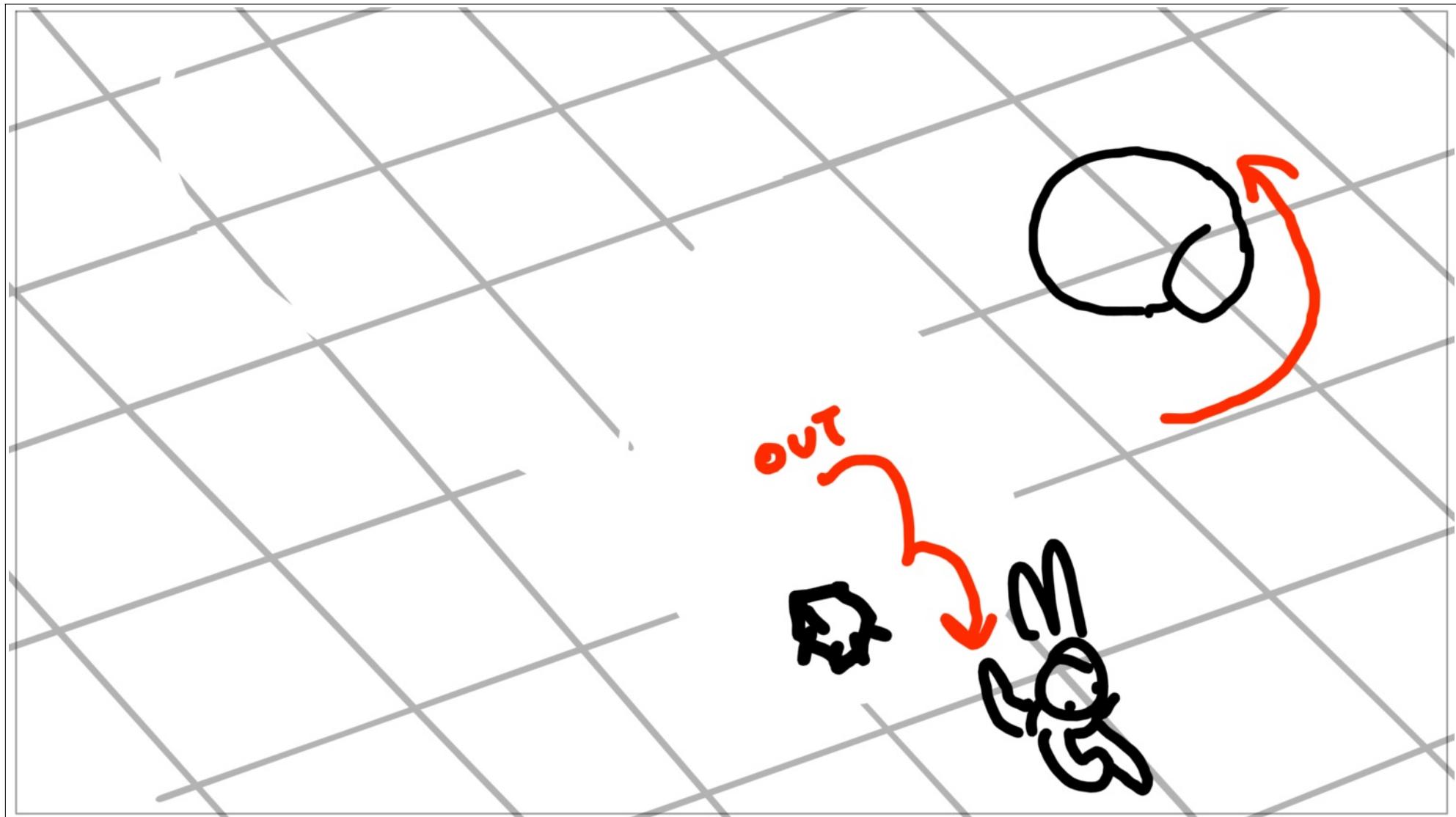
Scene	Duration	Panel	Duration
3	06:00	5	01:00



Action Notes

Ricky spins off and Y5/BMO land safely

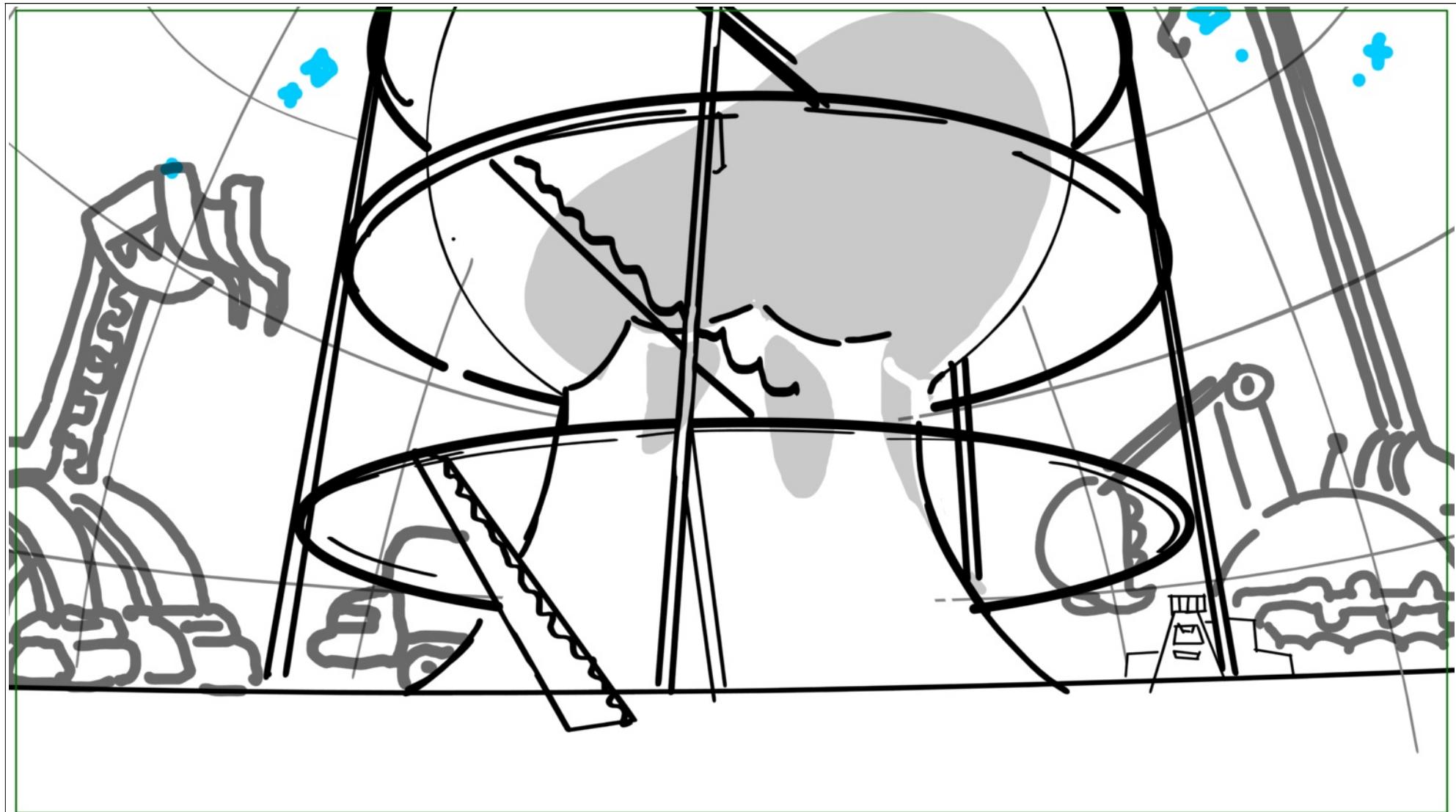
Scene	Duration	Panel	Duration
3	06:00	6	01:00



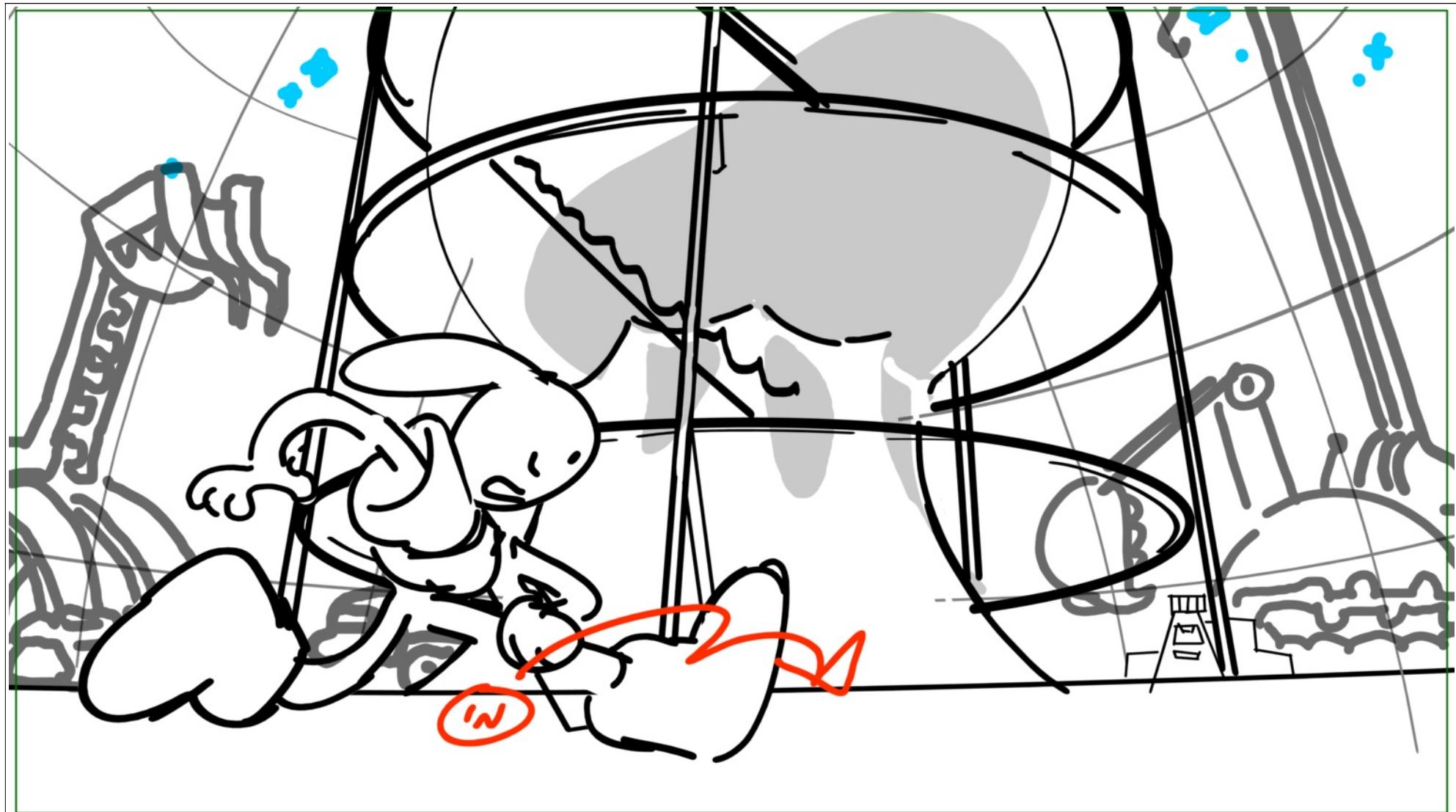
Action Notes

BMO remains while Y5 run o/s

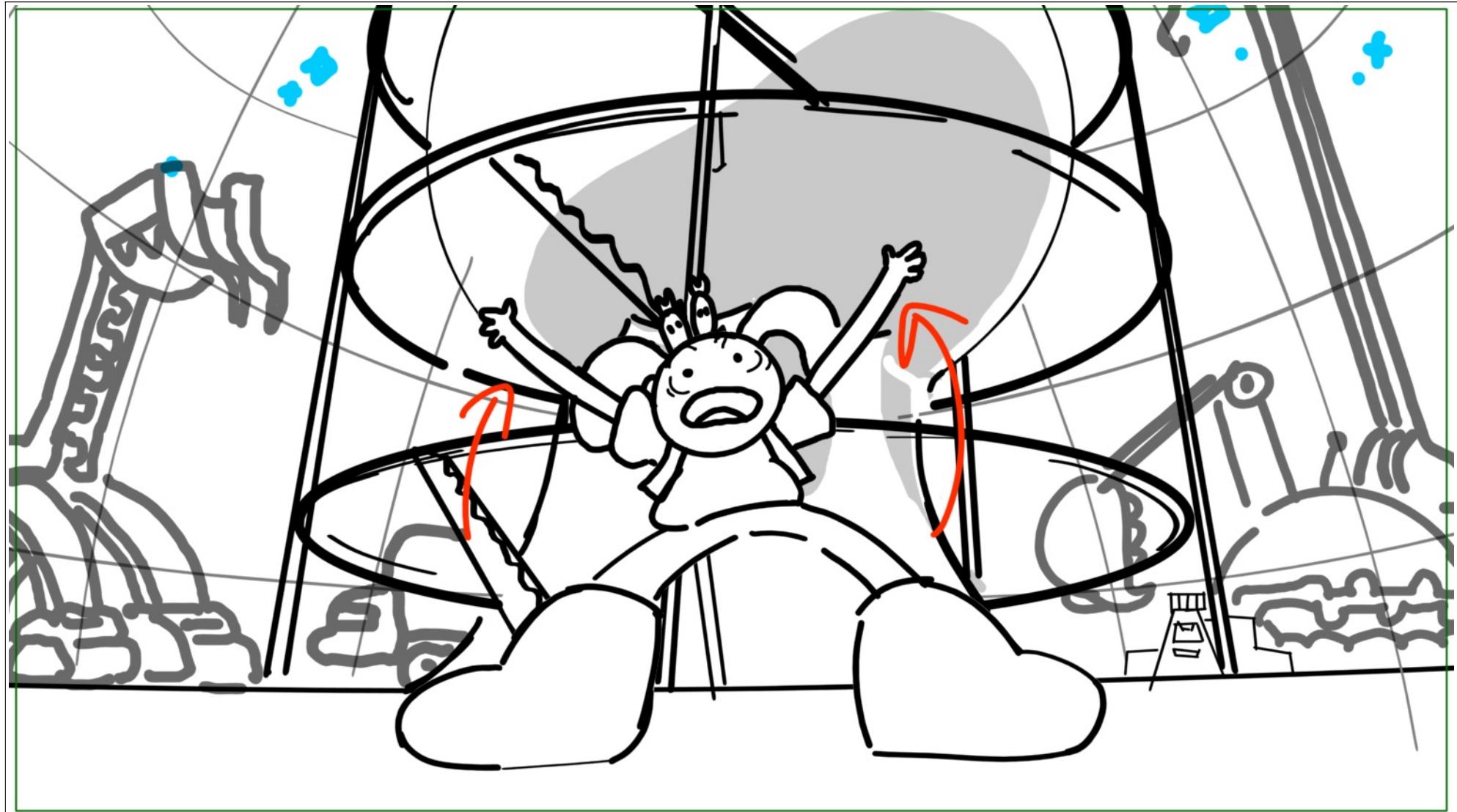
Scene	Duration	Panel	Duration
4	06:23	1	01:00



Scene	Duration	Panel	Duration
4	06:23	2	01:00



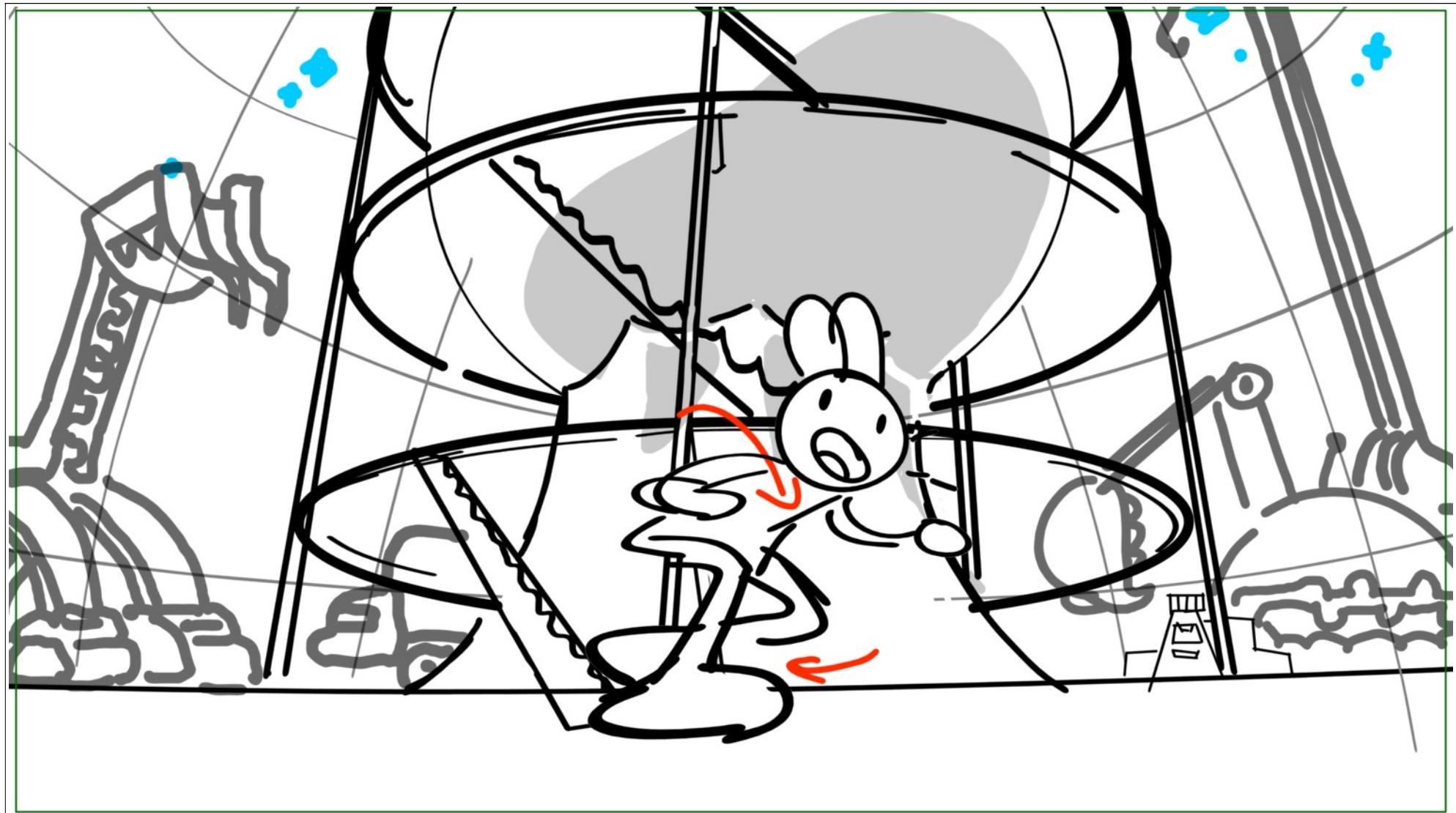
Scene	Duration	Panel	Duration
4	06:23	3	01:00



Dialog

Y5: everyone, WAIT!!!

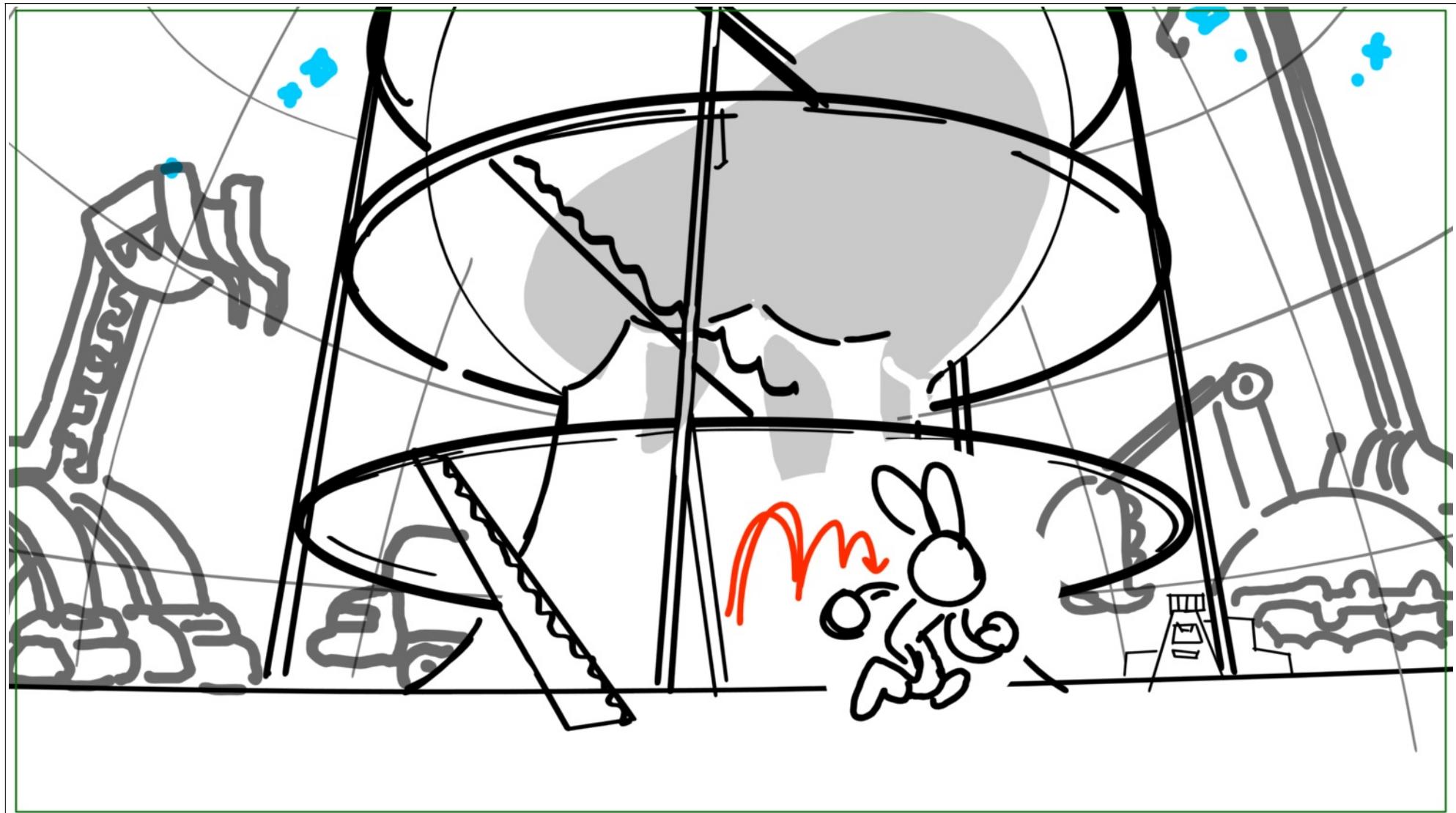
Scene	Duration	Panel	Duration
4	06:23	4	01:00



Dialog

Y5: There's proof that Hugo is up to something weird!!

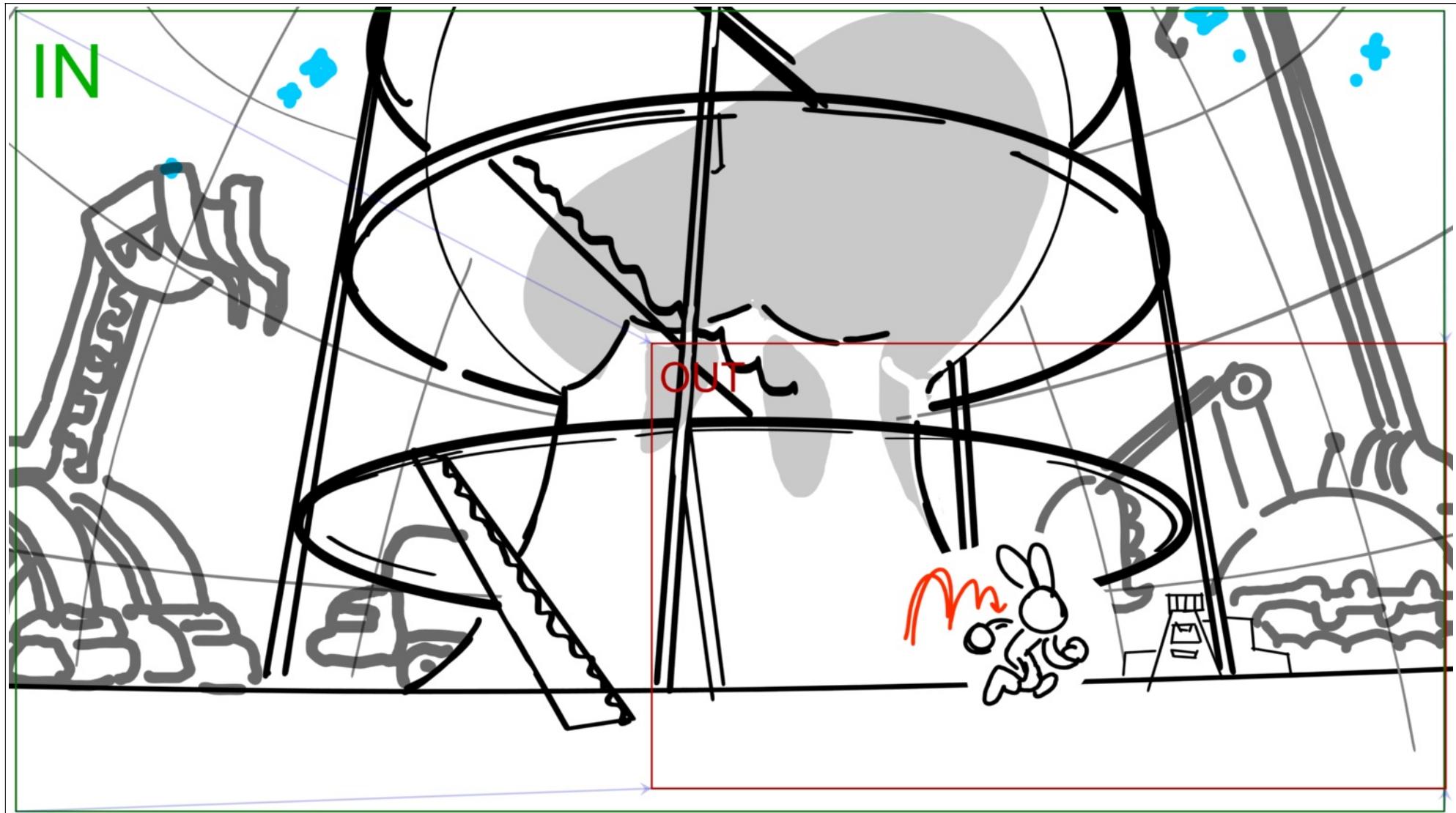
Scene	Duration	Panel	Duration
4	06:23	5	01:00



Dialog

Y5: There's proof that Hugo is up to something weird!!

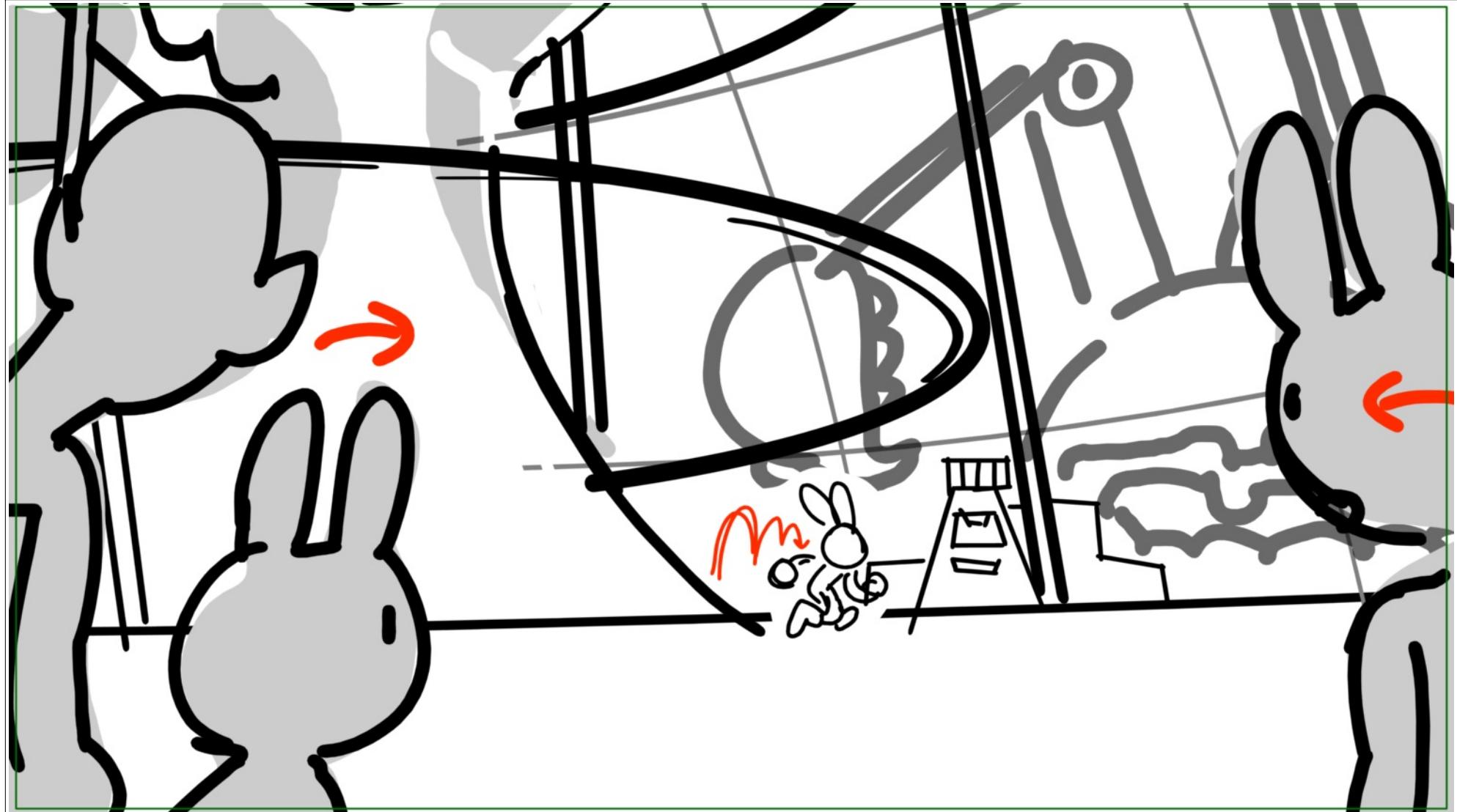
Scene	Duration	Panel	Duration
4	06:23	6	00:23



Dialog

Y5: There's proof that Hugo is up to something weird!!

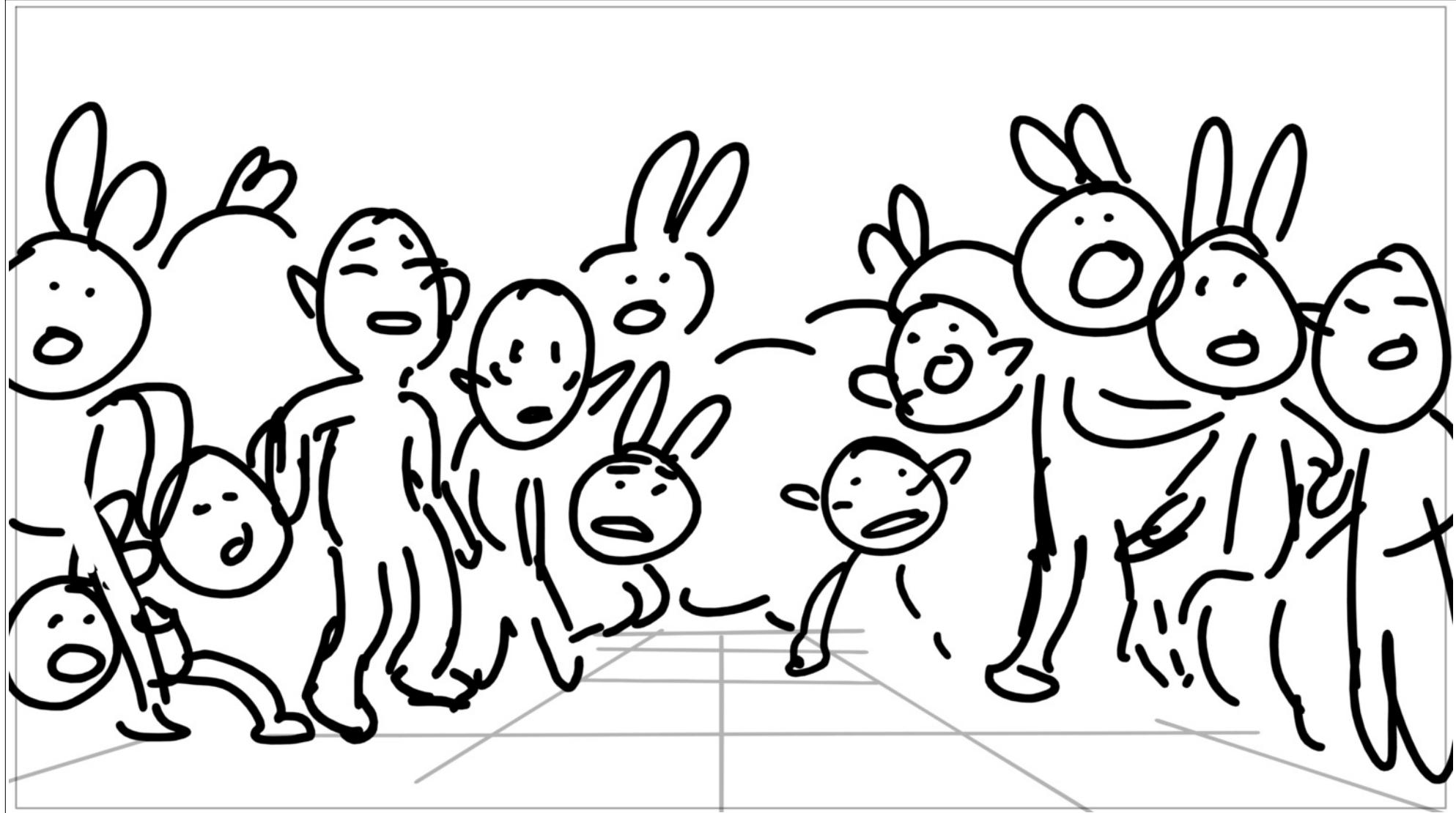
Scene	Duration	Panel	Duration
4	06:23	7	01:00



Dialog

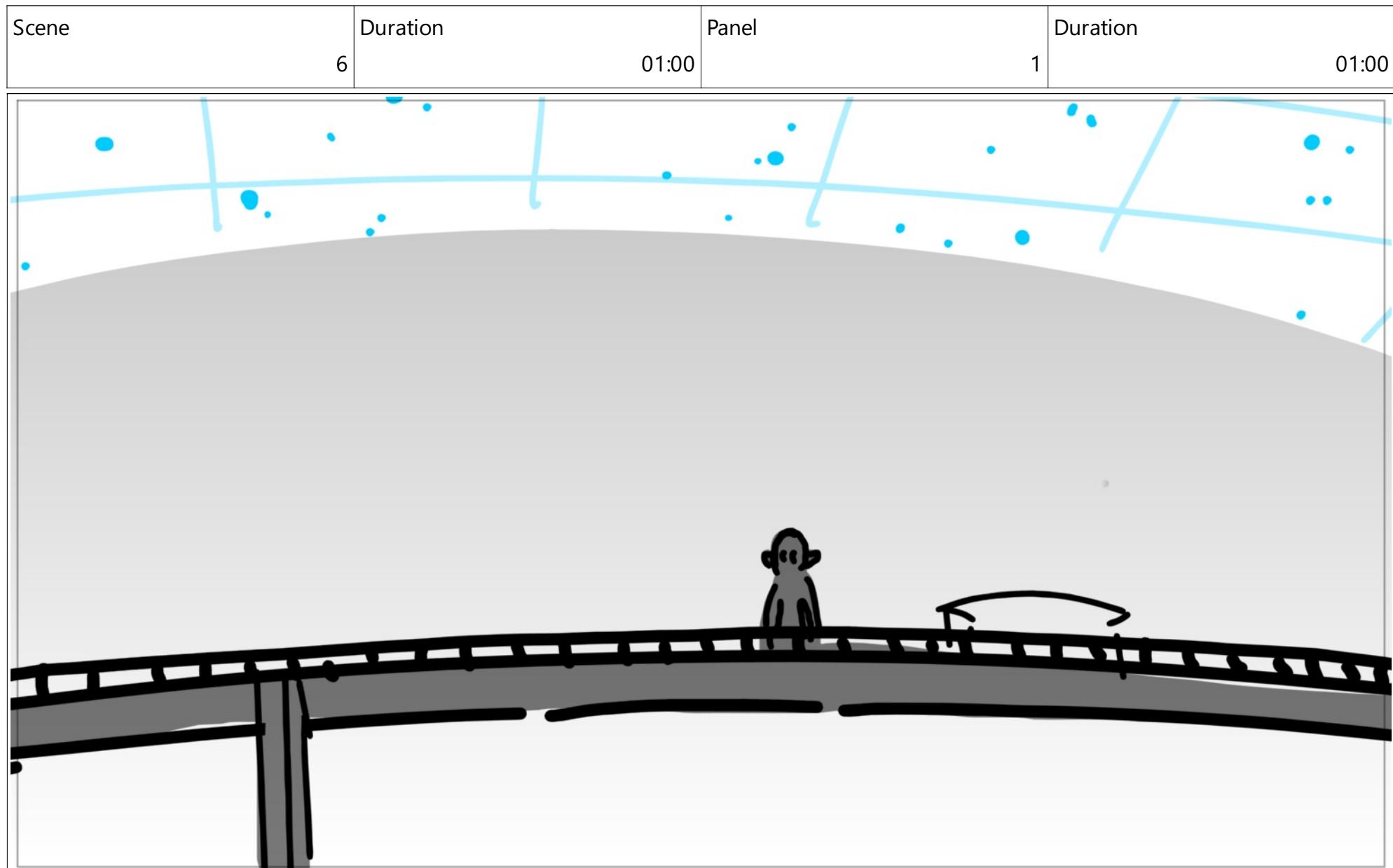
Y5: There's proof that Hugo is up to something weird!!

Scene	Duration	Panel	Duration
5	01:00	1	01:00



Dialog

sfx: [walla-- "what's going on???" "is that true?" "hugo wouldn't do this...." "you can't just say stuff like that!!" "how dare you!" "oh no..." etc]



Dialog

sfx: [walla in bg-- "what's going on???" "is that true?" "hugo wouldn't do this...." "you can't just say stuff like that!!" "how dare you!" "oh no..." etc]

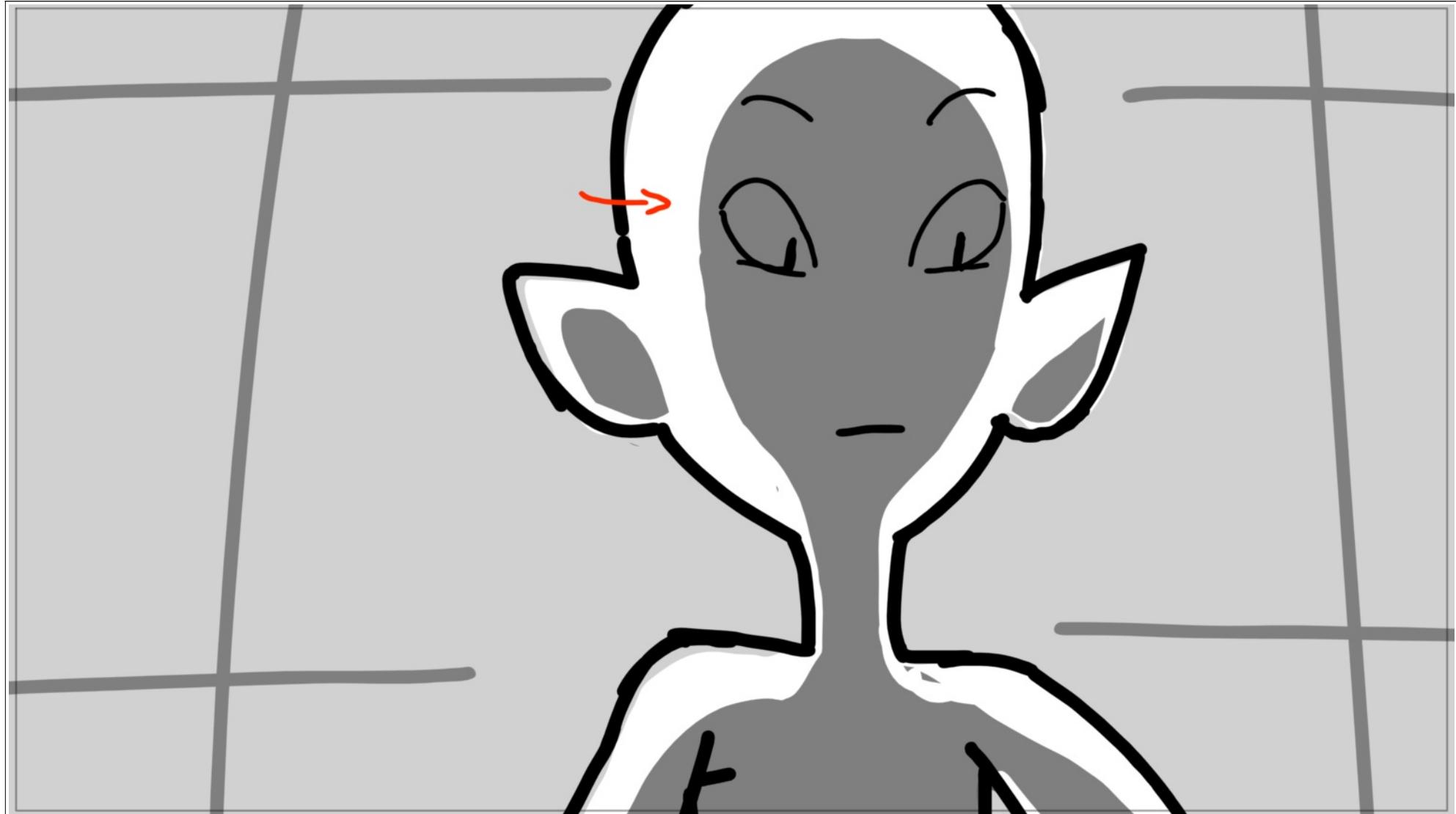
Scene	Duration	Panel	Duration
7	03:00	1	01:00



Dialog

sfx: [same cries, but noticeably muted]

Scene	Duration	Panel	Duration
7	03:00	2	01:00



Dialog

sfx: [same cries, but noticeably muted]

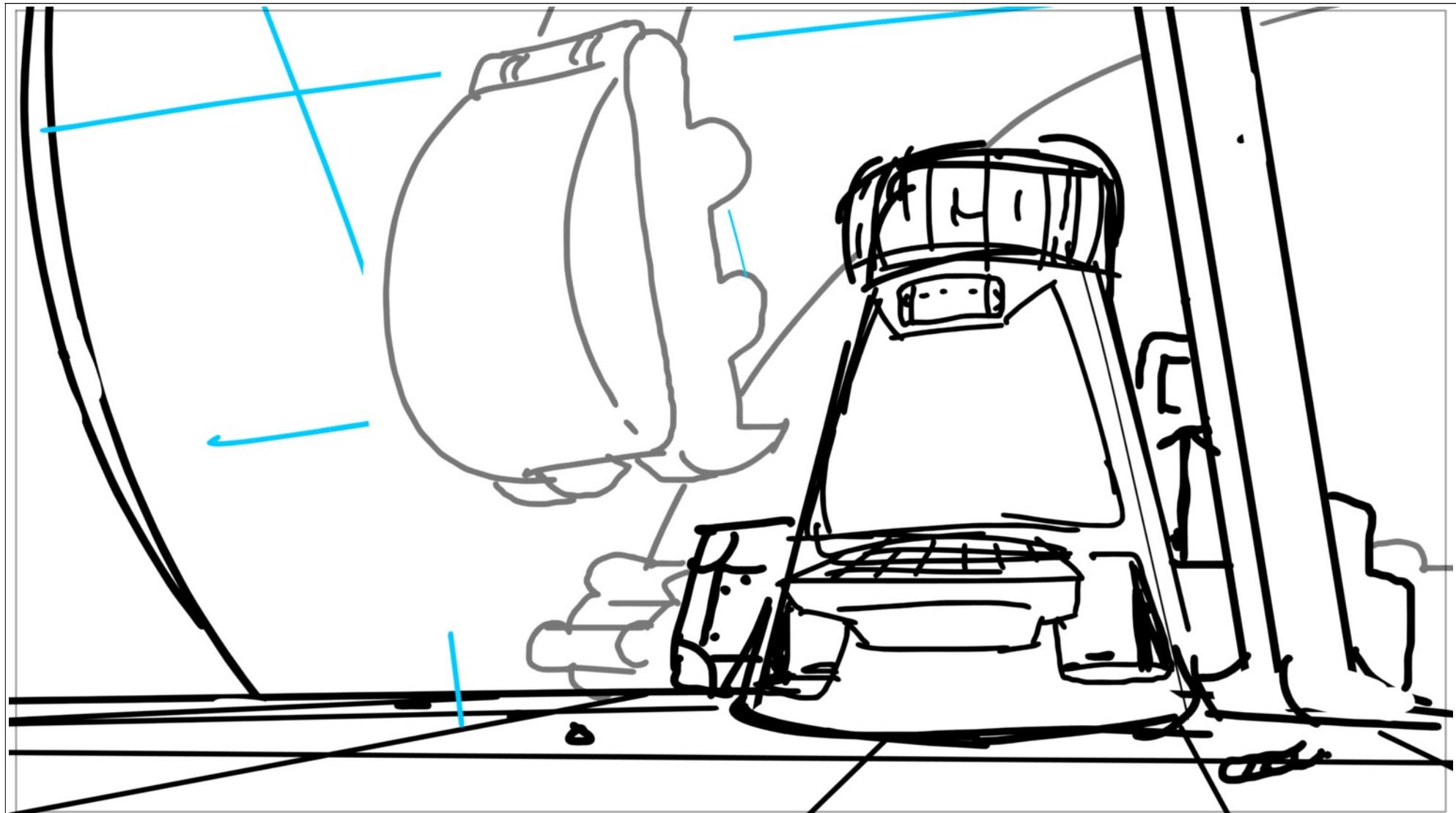
Scene	Duration	Panel	Duration
7	03:00	3	01:00



Dialog

sfx: [same cries, but noticeably muted]

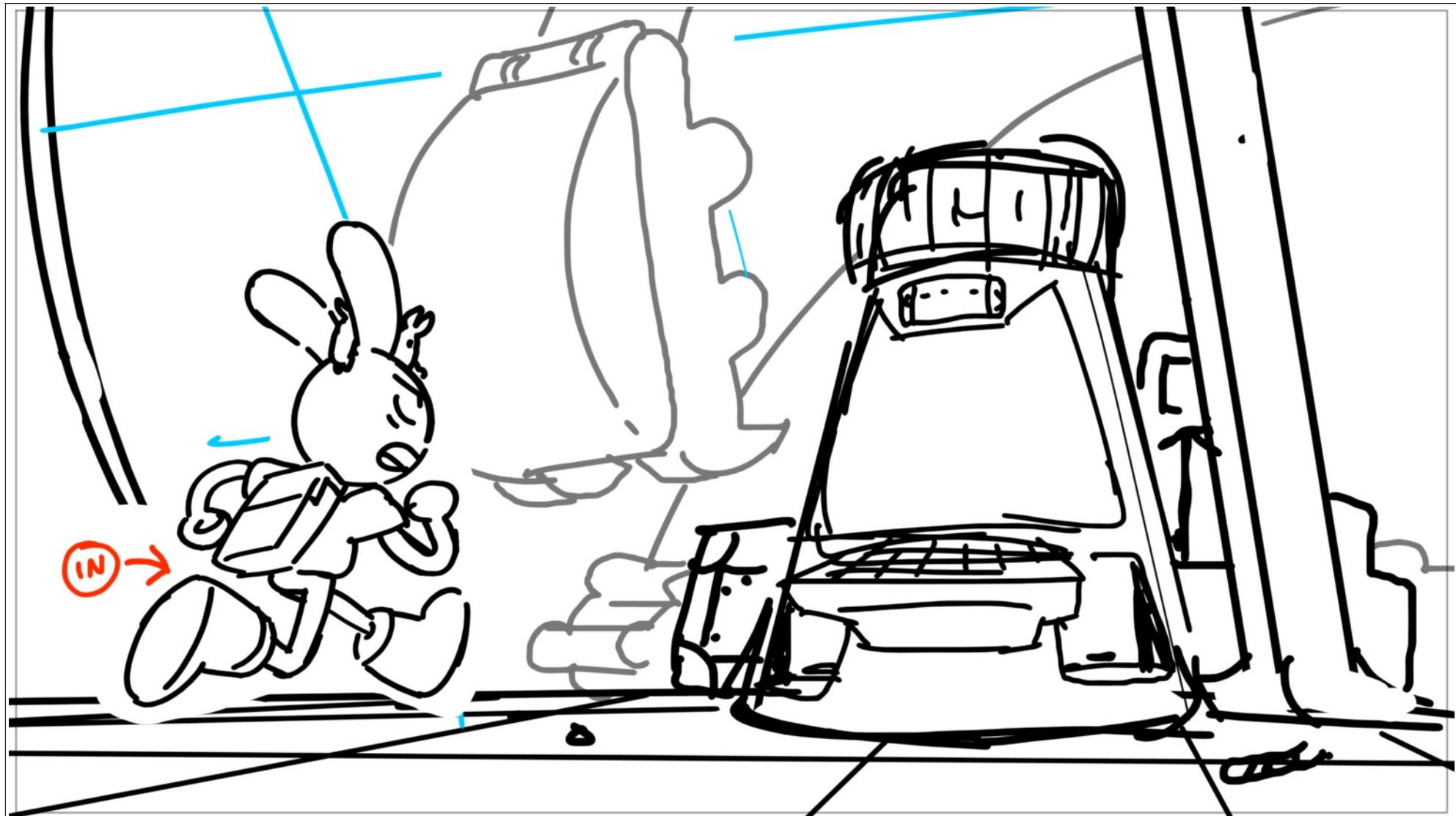
Scene	Duration	Panel	Duration
8	14:00	1	01:00



Action Notes

Loot Sisters are watching on a scaffold in the BG

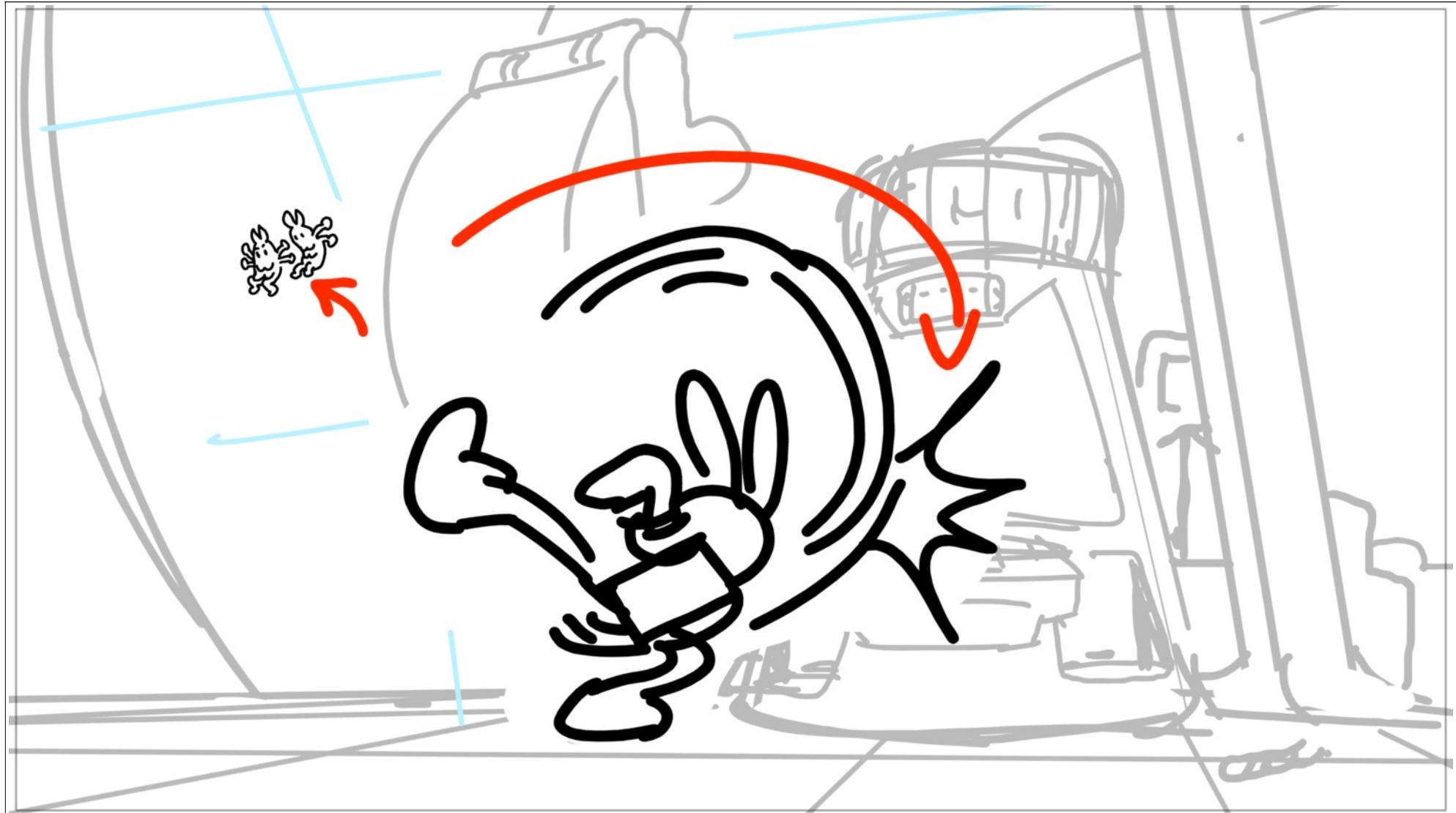
Scene	Duration	Panel	Duration
8	14:00	2	01:00



Action Notes

Y5 runs onscreen

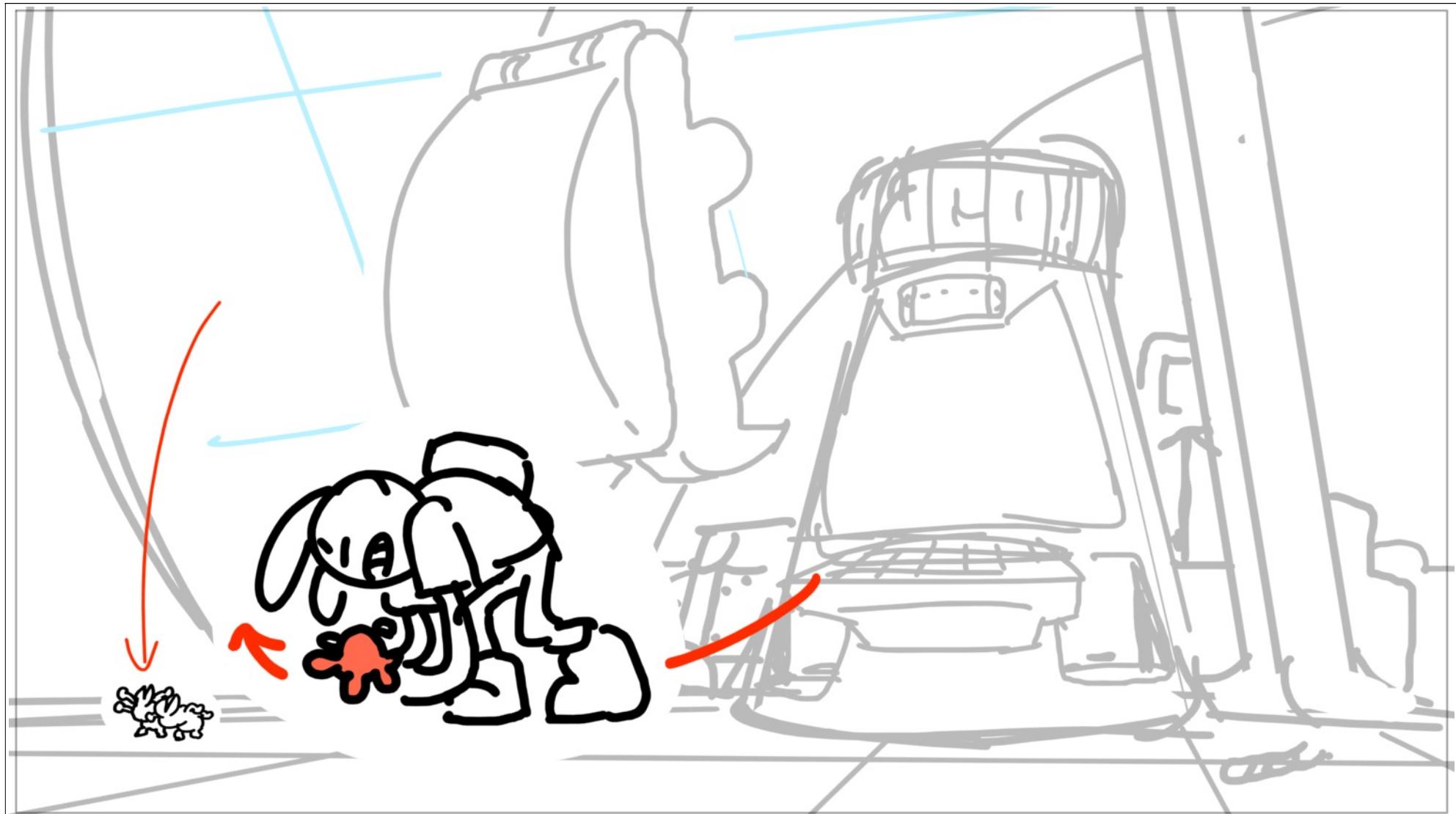
Scene	Duration	Panel	Duration
8	14:00	3	01:00



Dialog

sfx: [thwap]

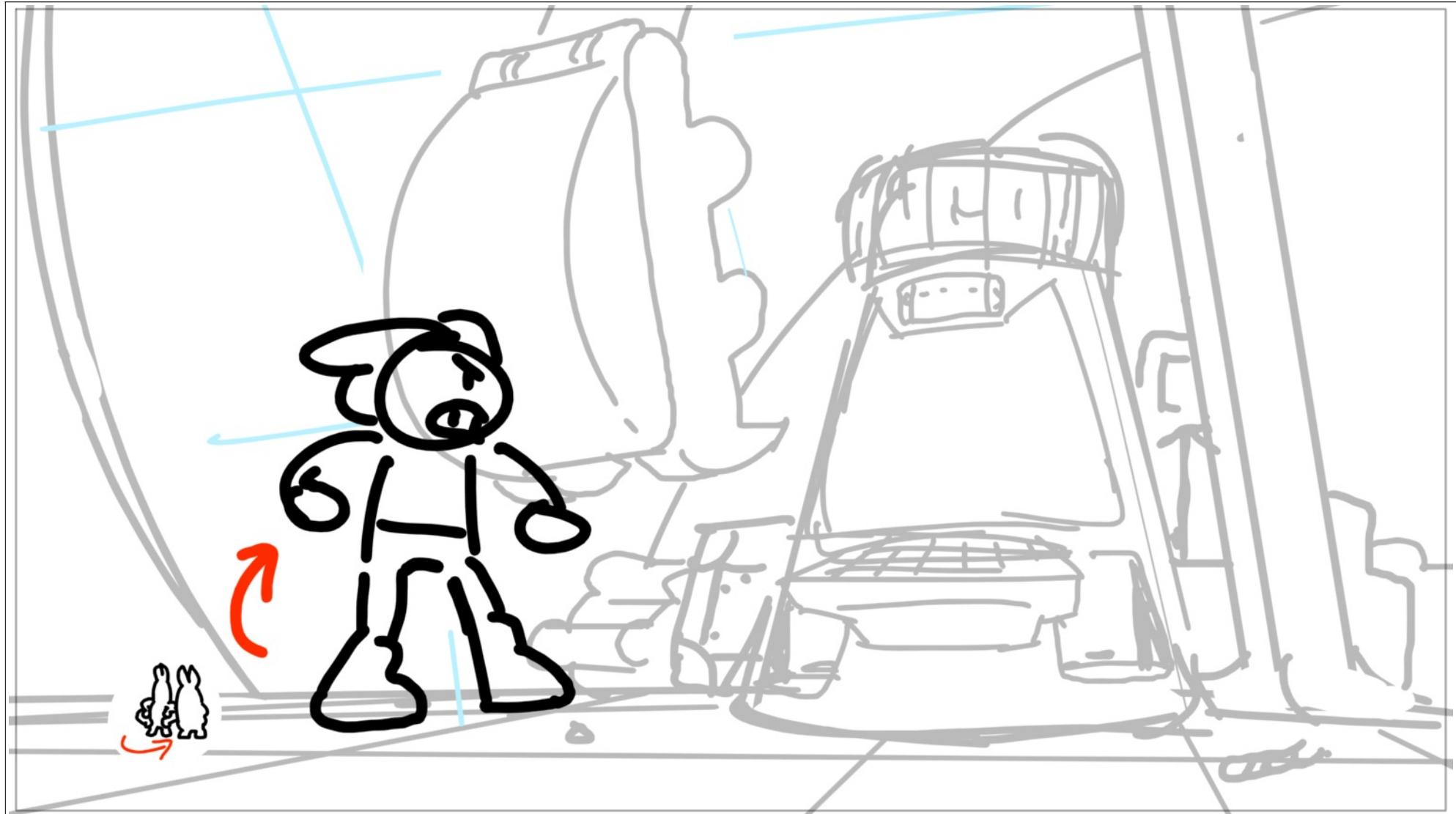
Scene	Duration	Panel	Duration
8	14:00	4	01:00



Dialog

Y5: OWW!

Scene	Duration	Panel	Duration
8	14:00	5	01:00



Dialog

Y5: rrrrggg

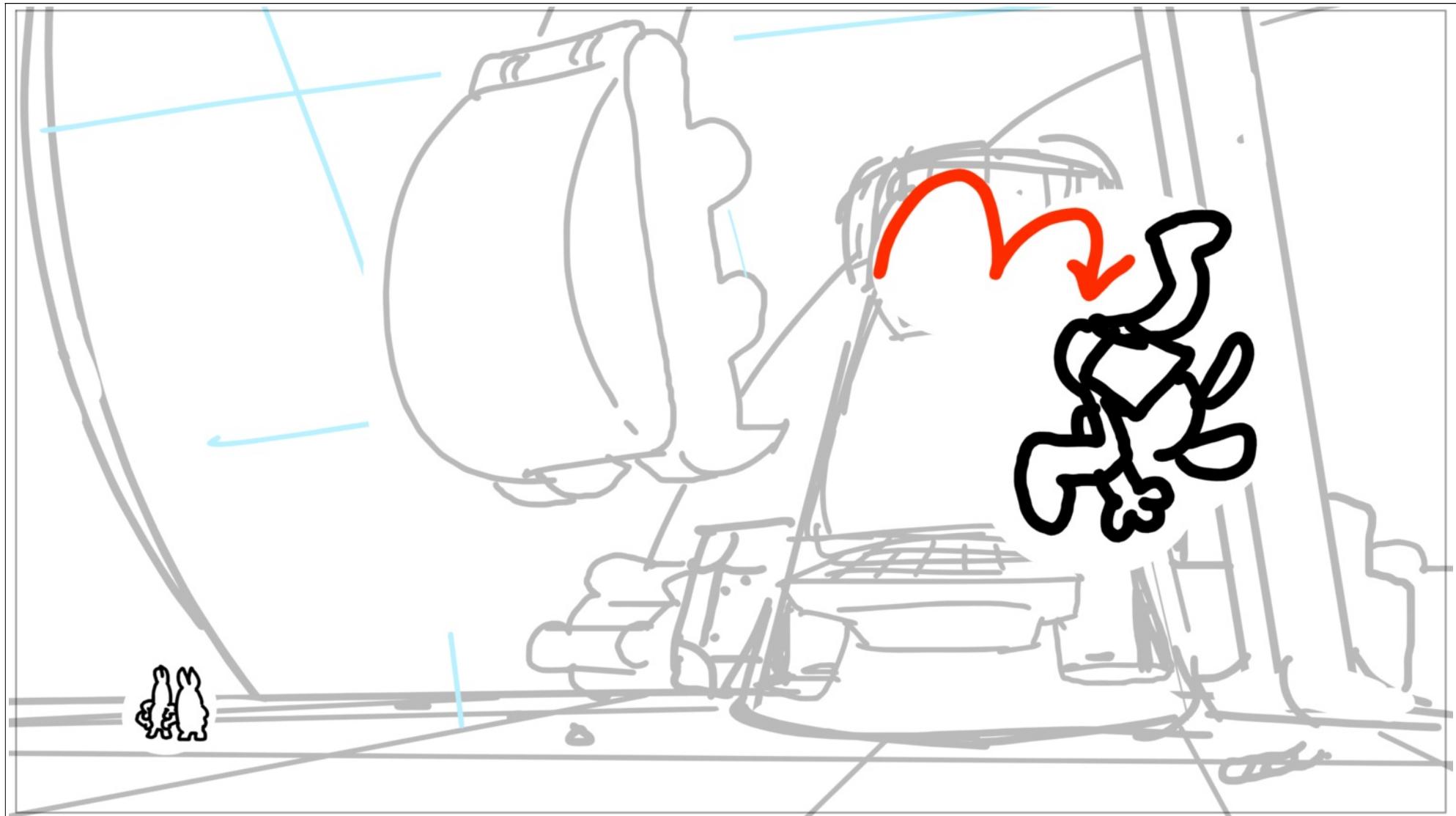
Scene	Duration	Panel	Duration
8	14:00	6	01:00



Dialog

Y5: HUAH!

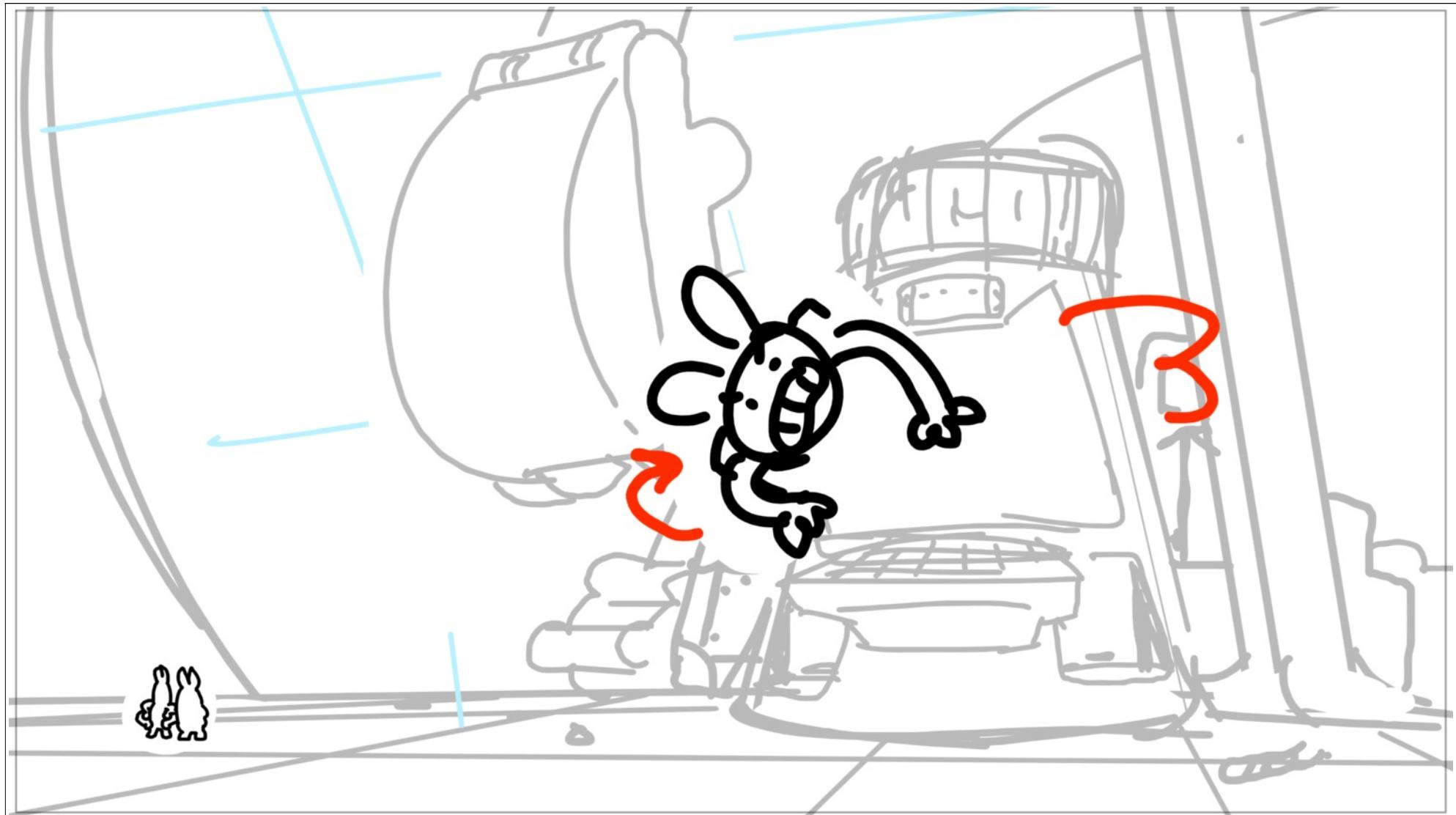
Scene	Duration	Panel	Duration
8	14:00	7	01:00



Dialog

Y5: uggghhhrrr

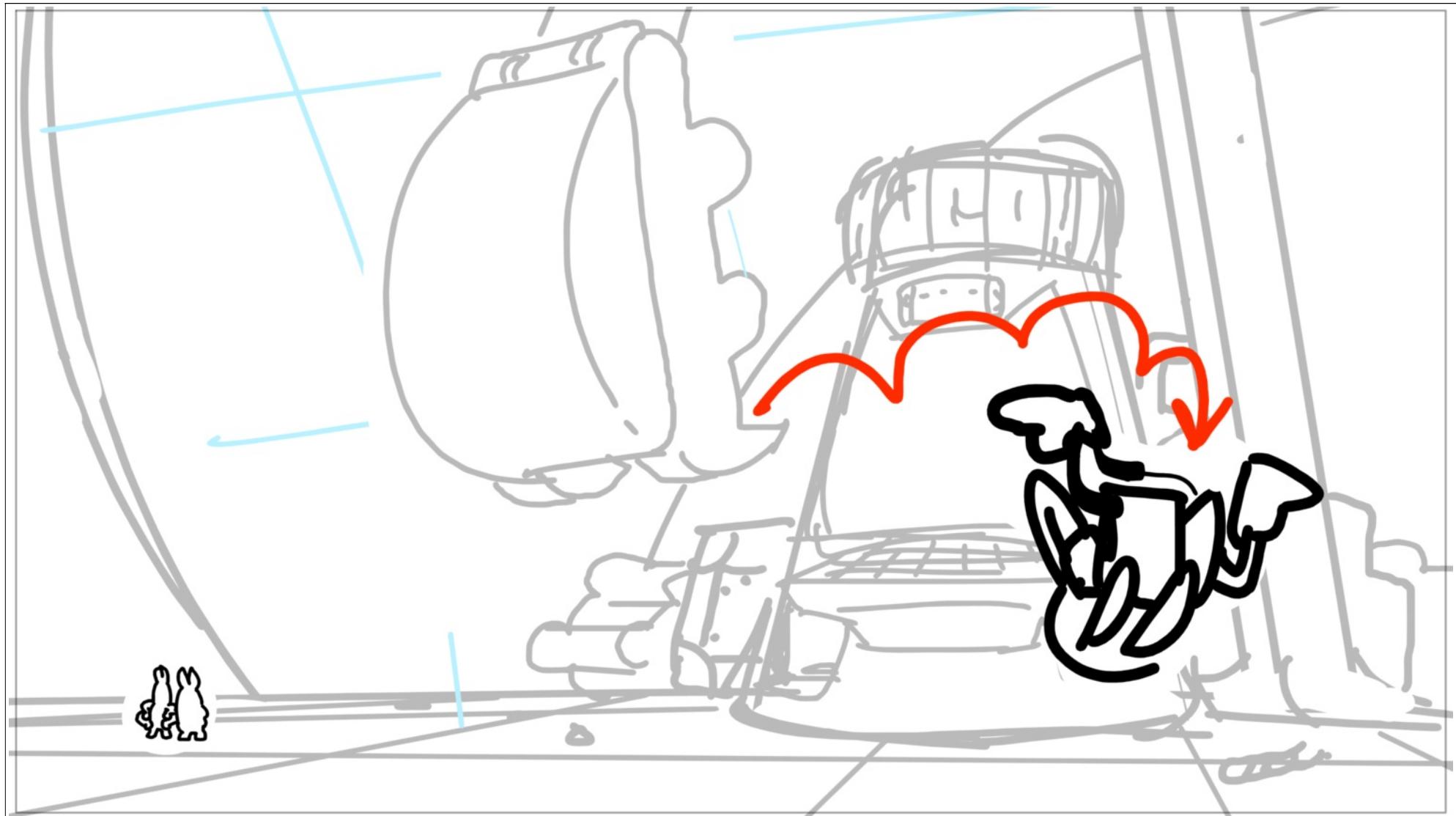
Scene	Duration	Panel	Duration
8	14:00	8	01:00



Dialog

Y5: uggghhhrrrr

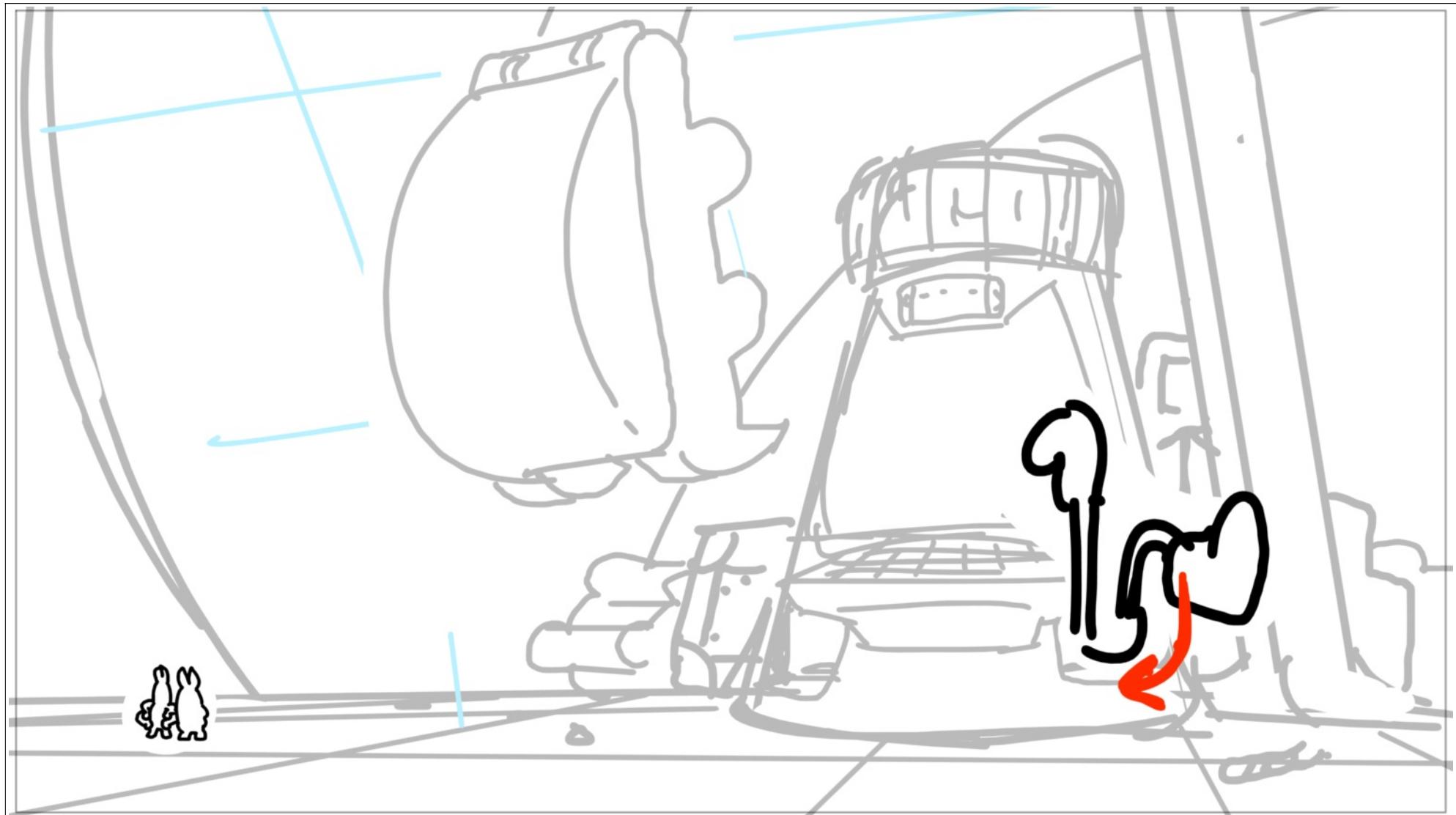
Scene	Duration	Panel	Duration
8	14:00	9	01:00



Dialog

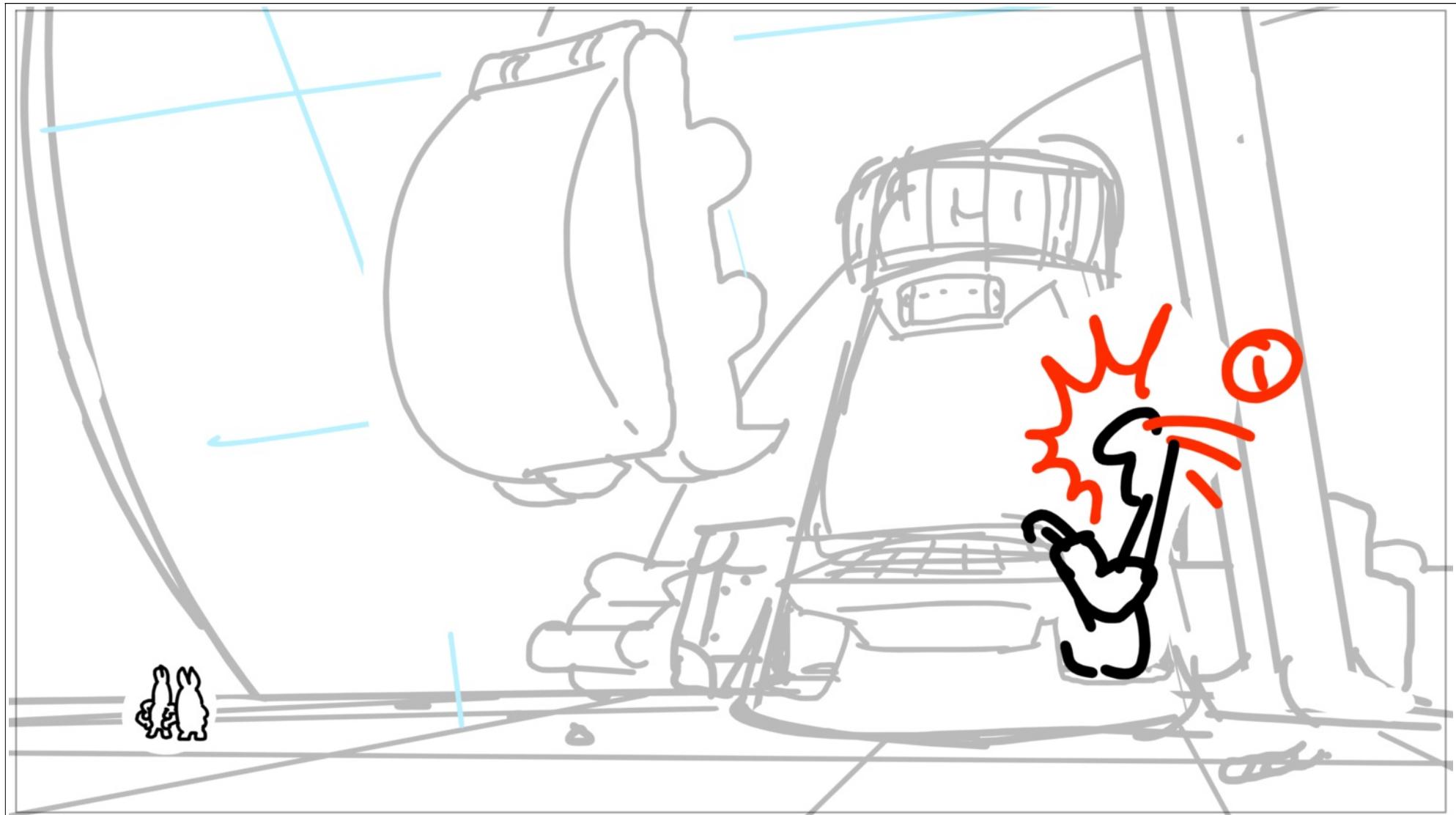
Y5: uggghhhrrrr

Scene	Duration	Panel	Duration
8	14:00	10	01:00



Action Notes
and she slips in

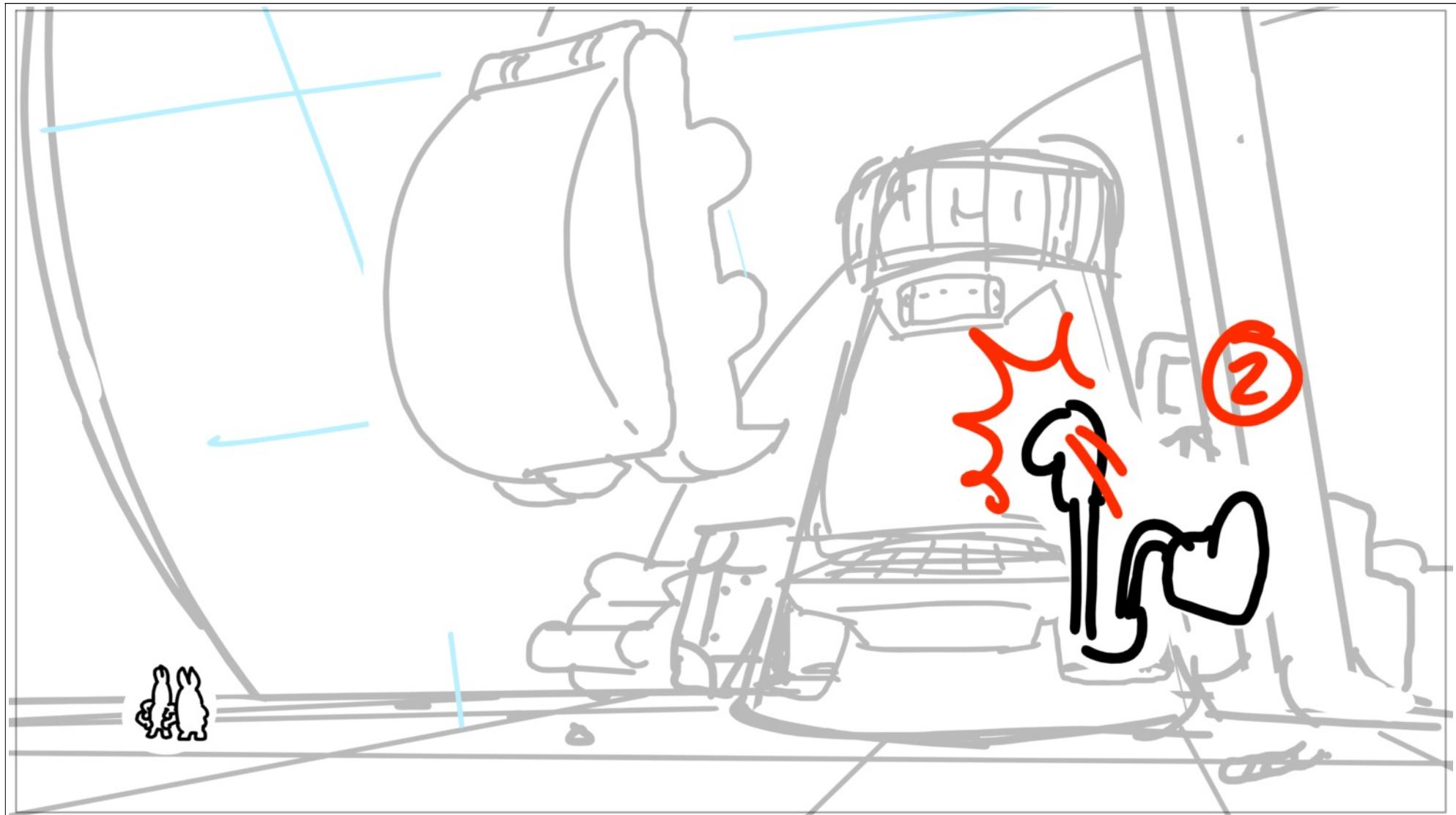
Scene	Duration	Panel	Duration
8	14:00	11	01:00



Dialog

sfx: [THUNK]

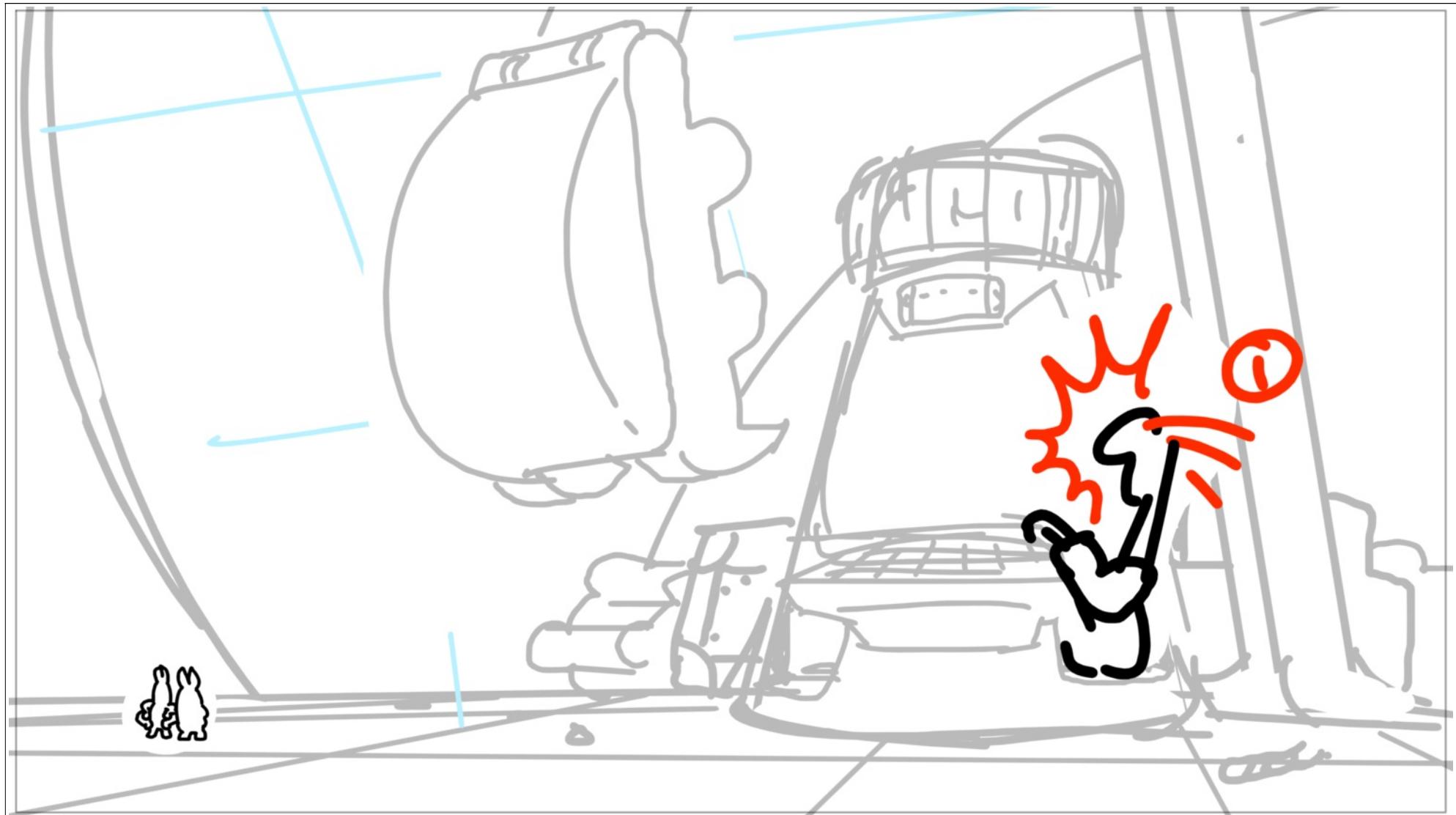
Scene	Duration	Panel	Duration
8	14:00	12	01:00



Dialog

sfx: [THUNK]

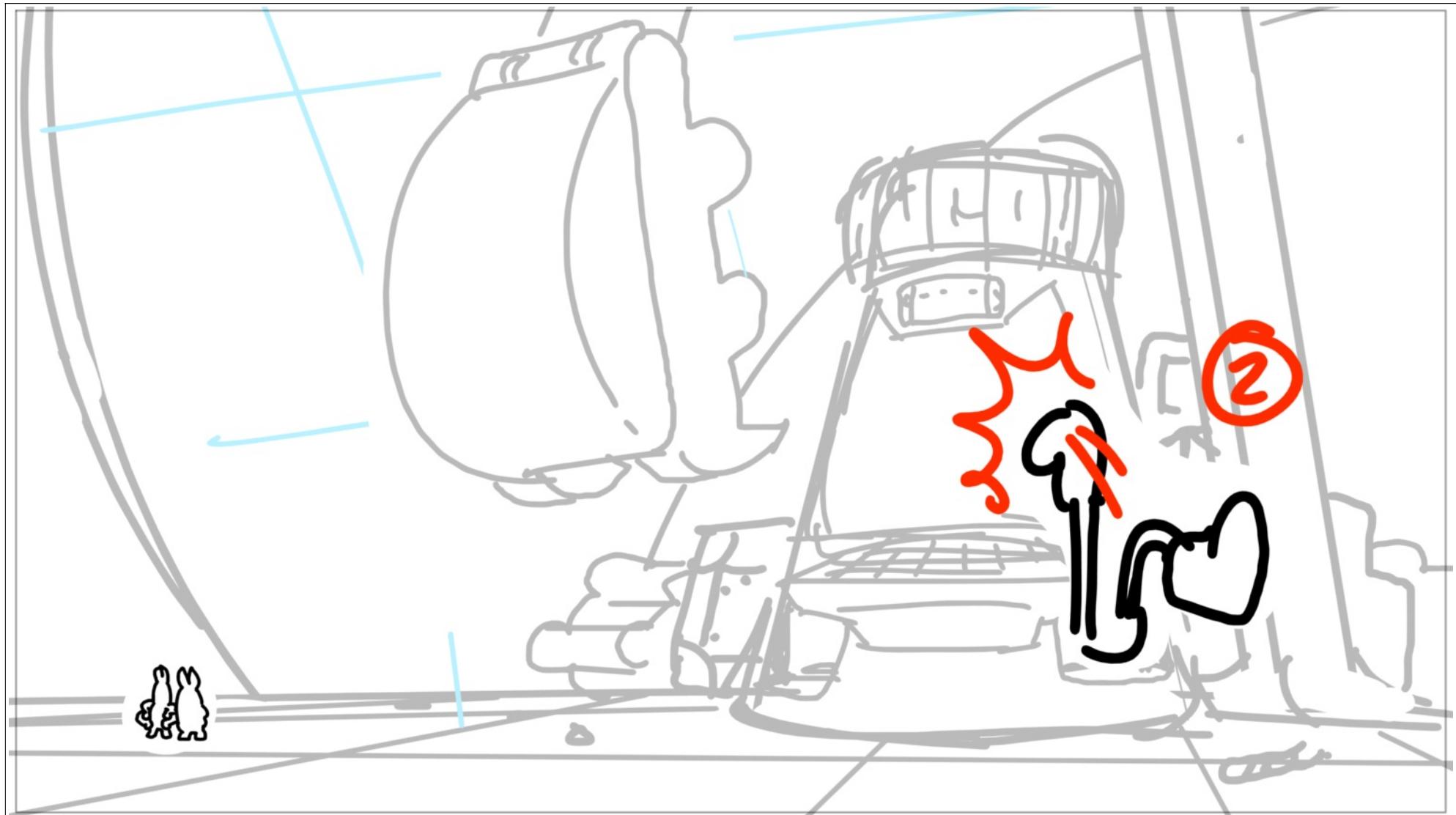
Scene	Duration	Panel	Duration
8	14:00	13	01:00



Dialog

sfx: [THUNK]

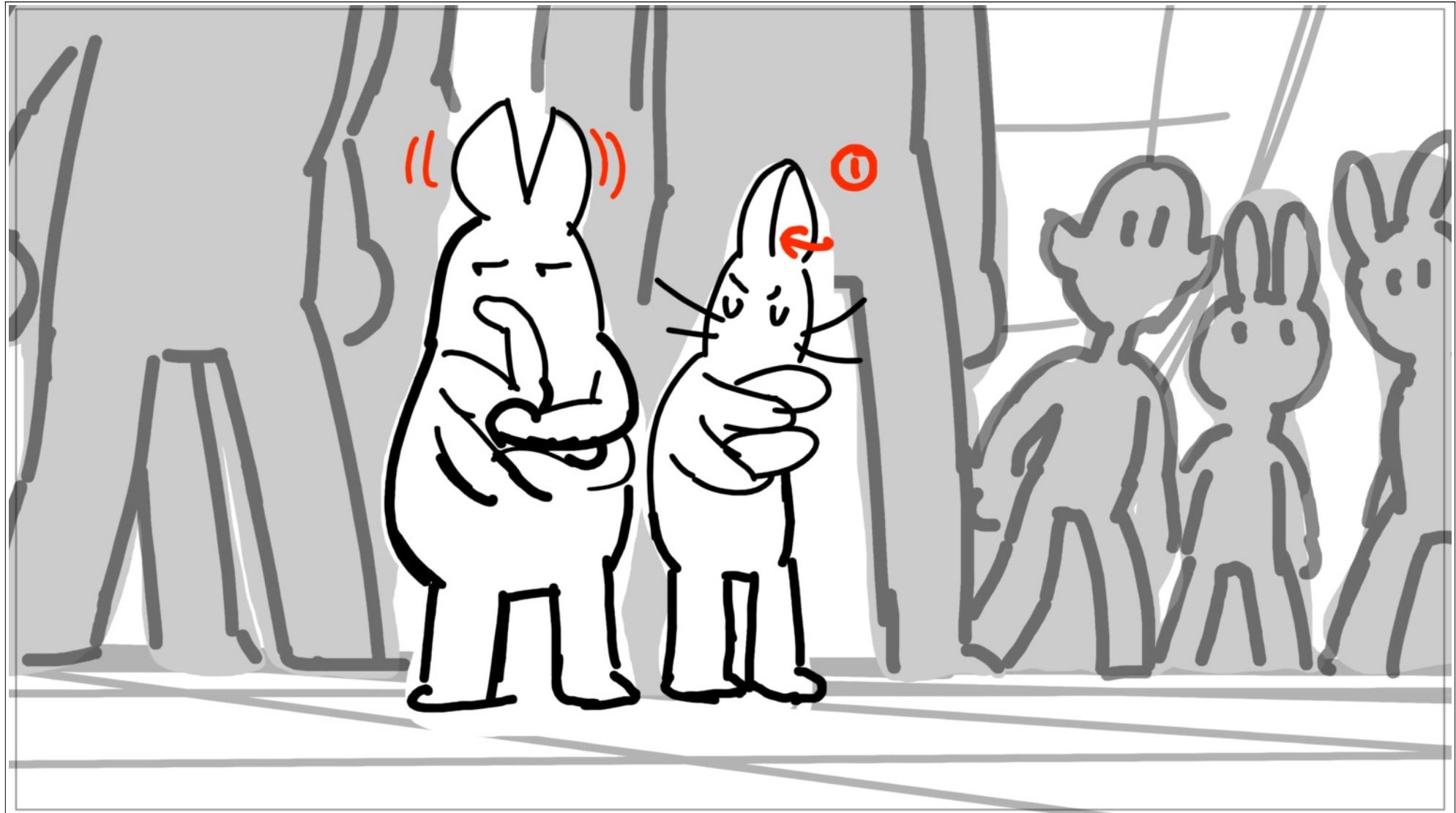
Scene	Duration	Panel	Duration
8	14:00	14	01:00



Dialog

sfx: [THUNK]

Scene	Duration	Panel	Duration
9	04:00	1	01:00



Dialog

Sweetie: what an amateur.

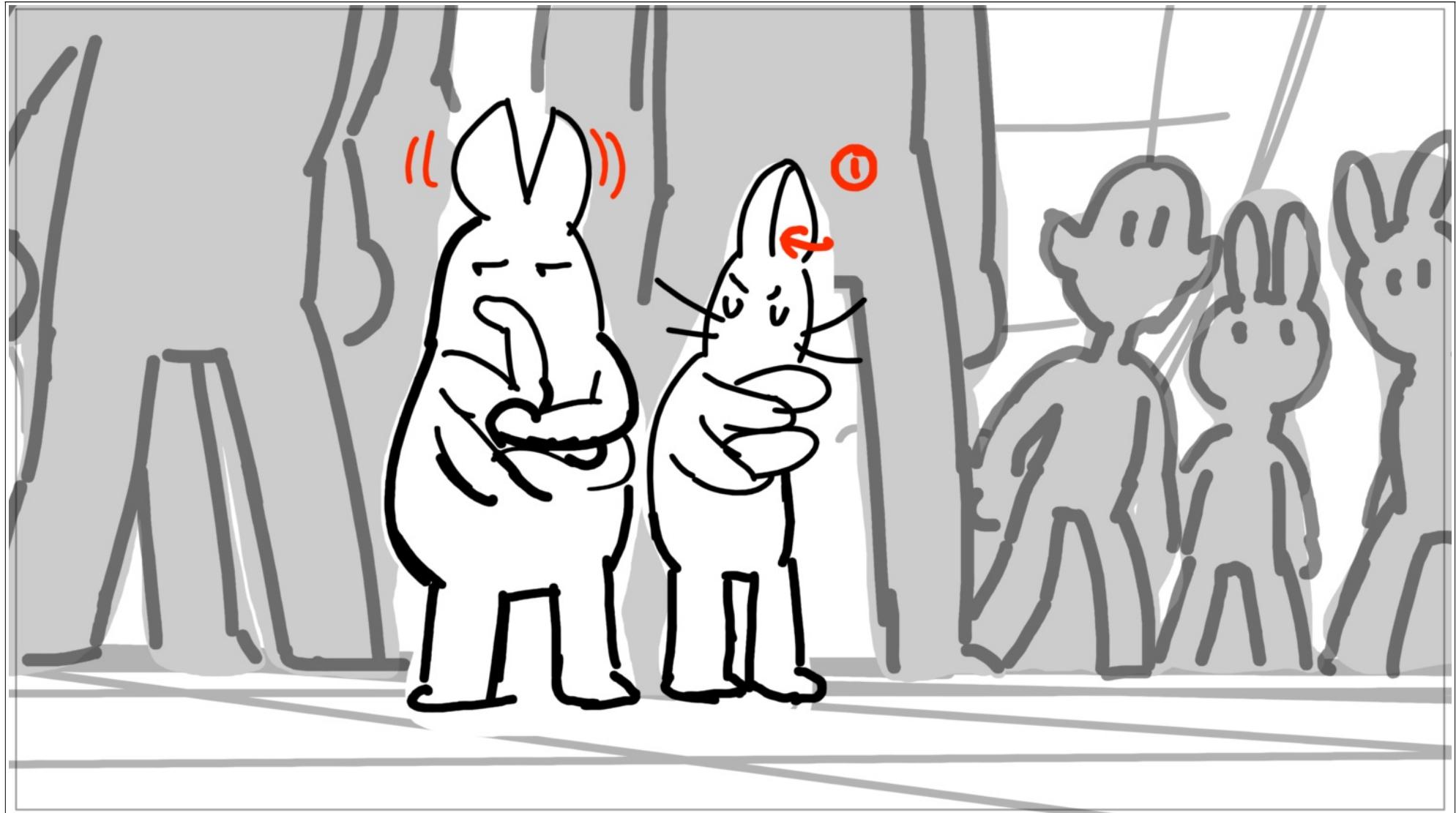
Scene	Duration	Panel	Duration
9	04:00	2	01:00



Dialog

Sweetie: what an amateur.

Scene	Duration	Panel	Duration
9	04:00	3	01:00



Dialog

Sweetie: what an amateur.

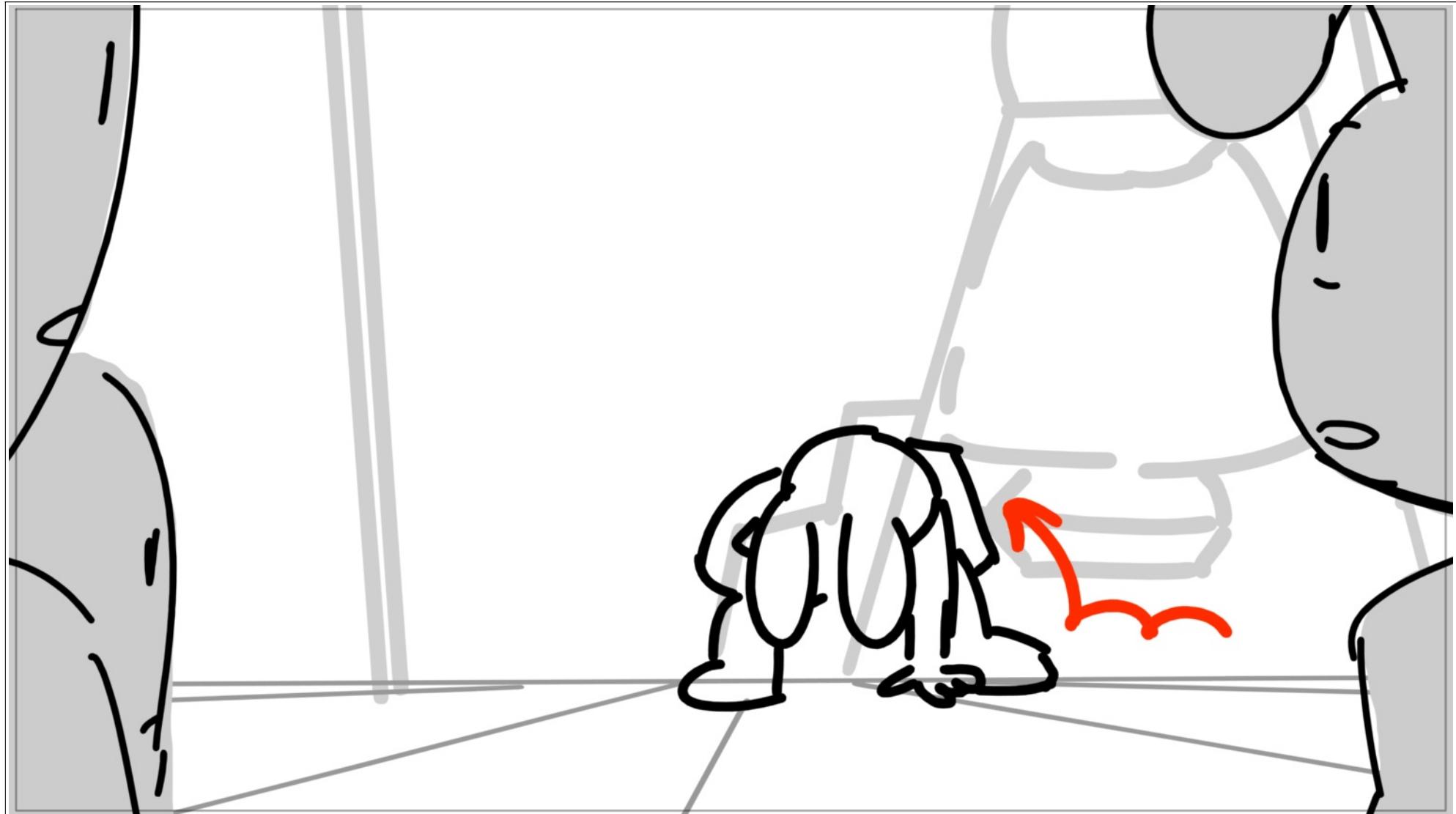
Scene	Duration	Panel	Duration
9	04:00	4	01:00



Dialog

Sweetie: what an amateur.

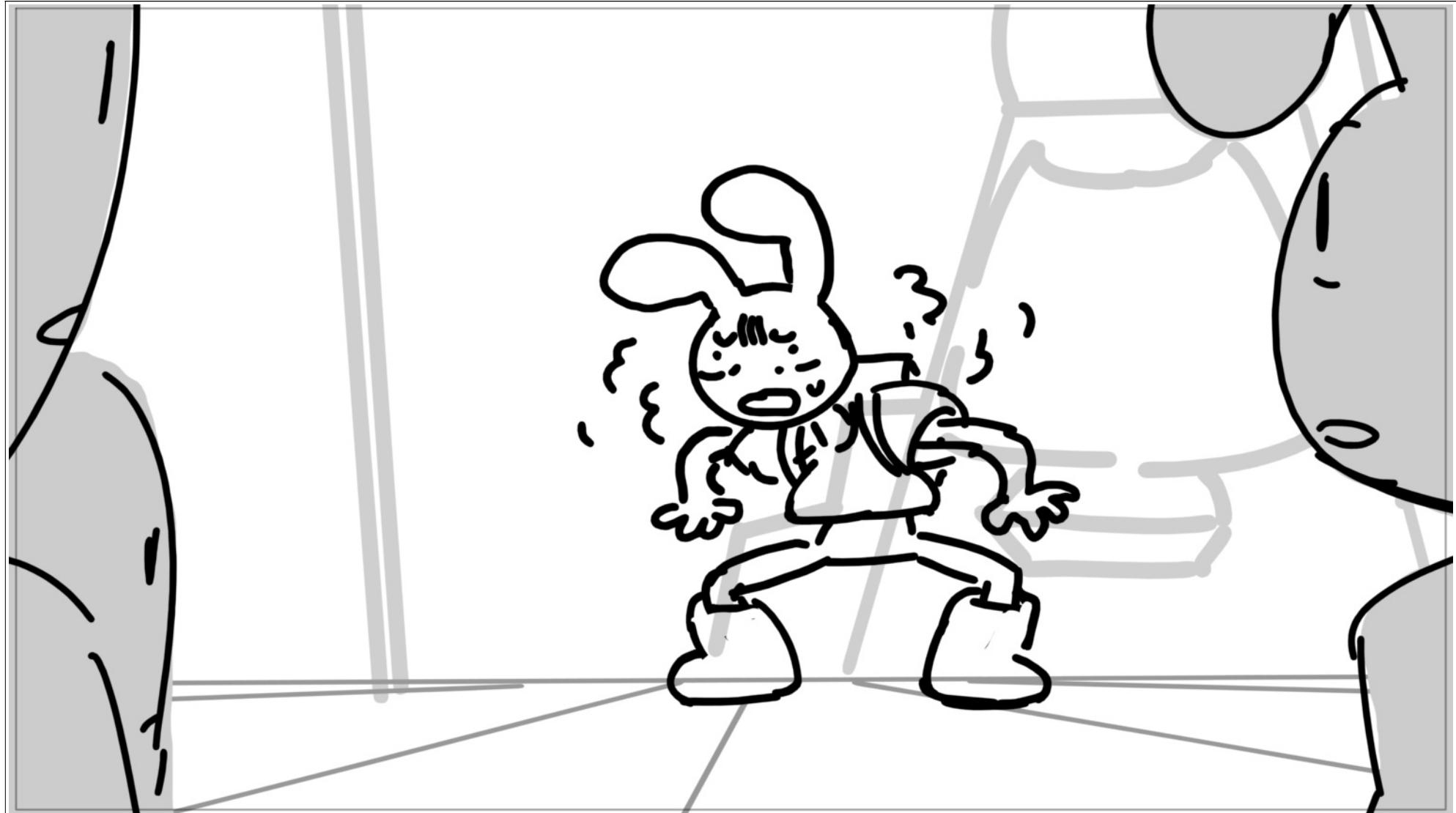
Scene	Duration	Panel	Duration
10	06:22	1	01:00



Dialog

y5: [ragged panting]

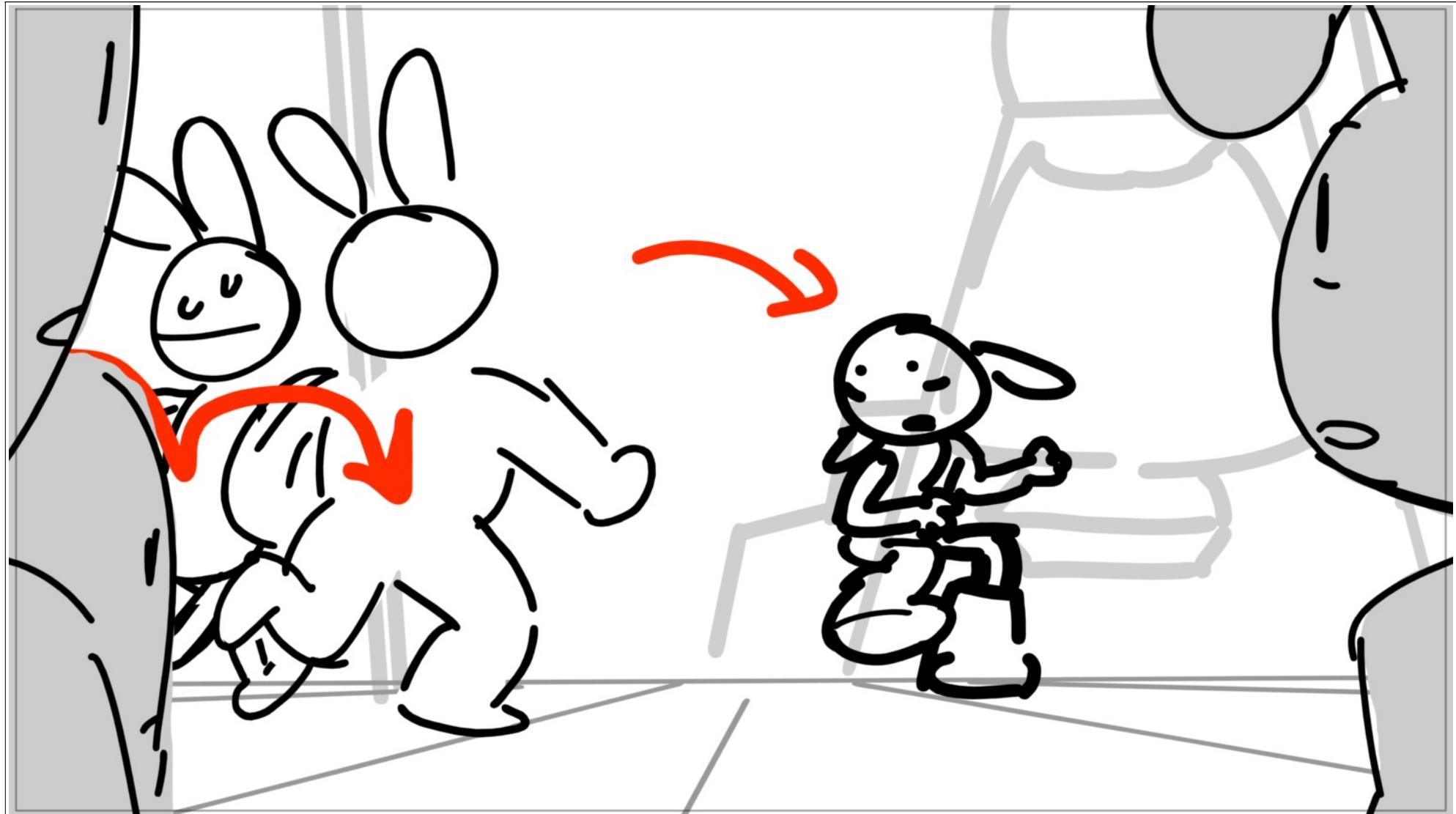
Scene	Duration	Panel	Duration
10	06:22	2	01:00



Dialog

y5: d-does anyone have anything i can smash this thing with??

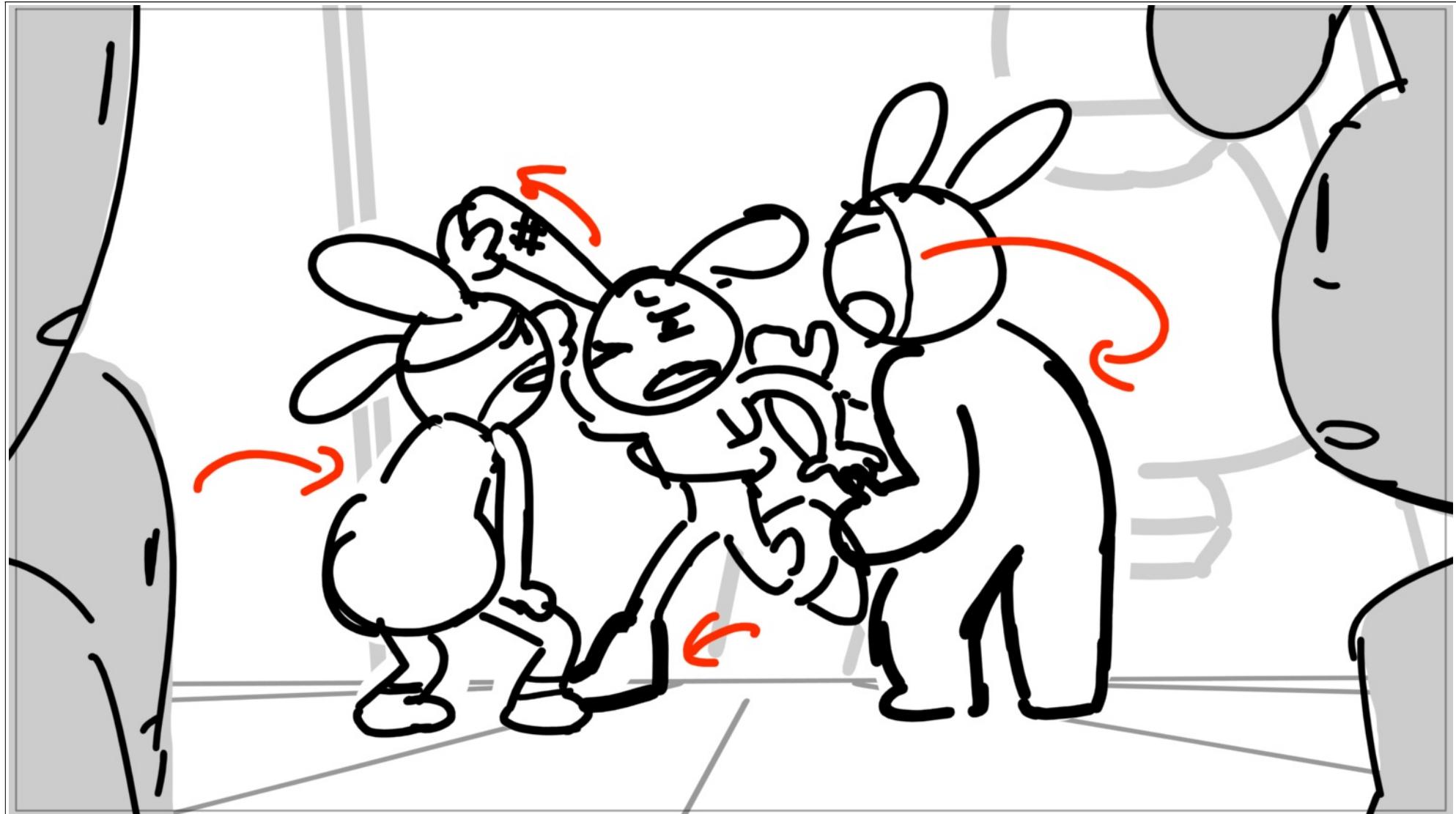
Scene	Duration	Panel	Duration
10	06:22	3	01:00



Dialog

ks-2: oh, y4!!!!

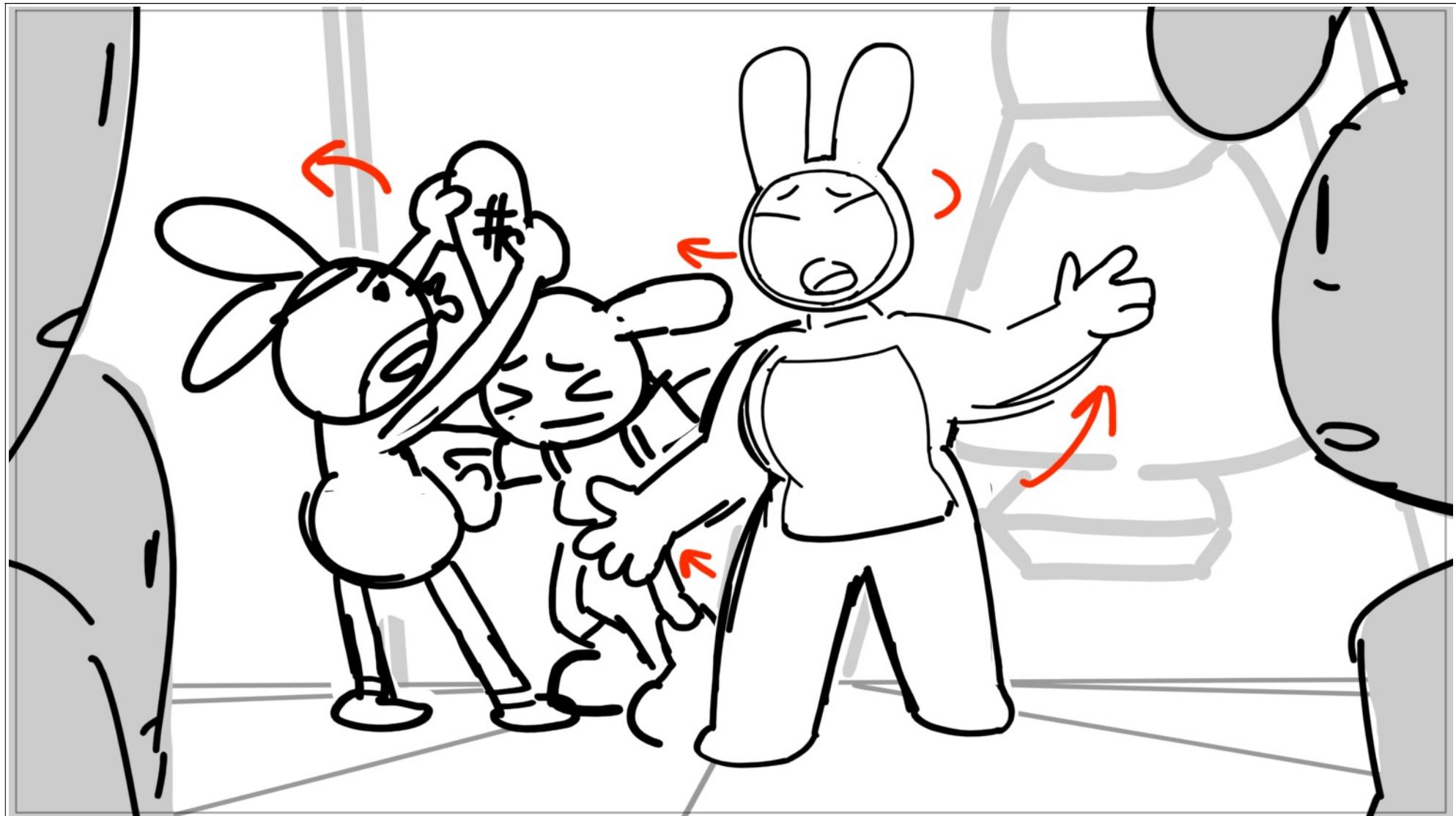
Scene	Duration	Panel	Duration
10	06:22	4	01:00



Dialog

dad: Y4, are you okay?? what happened to your ear? [...] ?

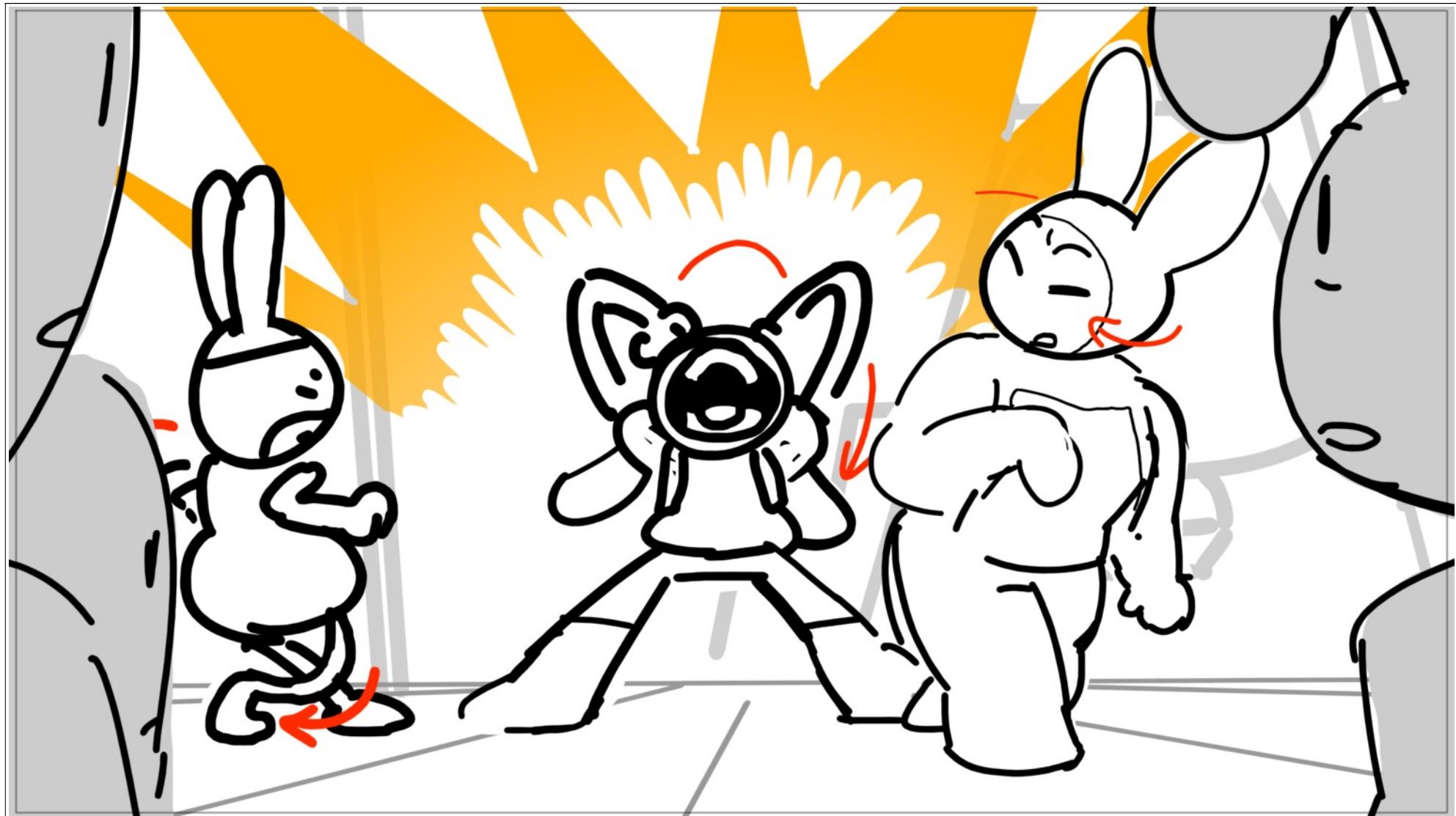
Scene	Duration	Panel	Duration
10	06:22	5	01:00



Dialog

ks-2: i'm so sorry everyone, please excuse our daughter. she's very upset

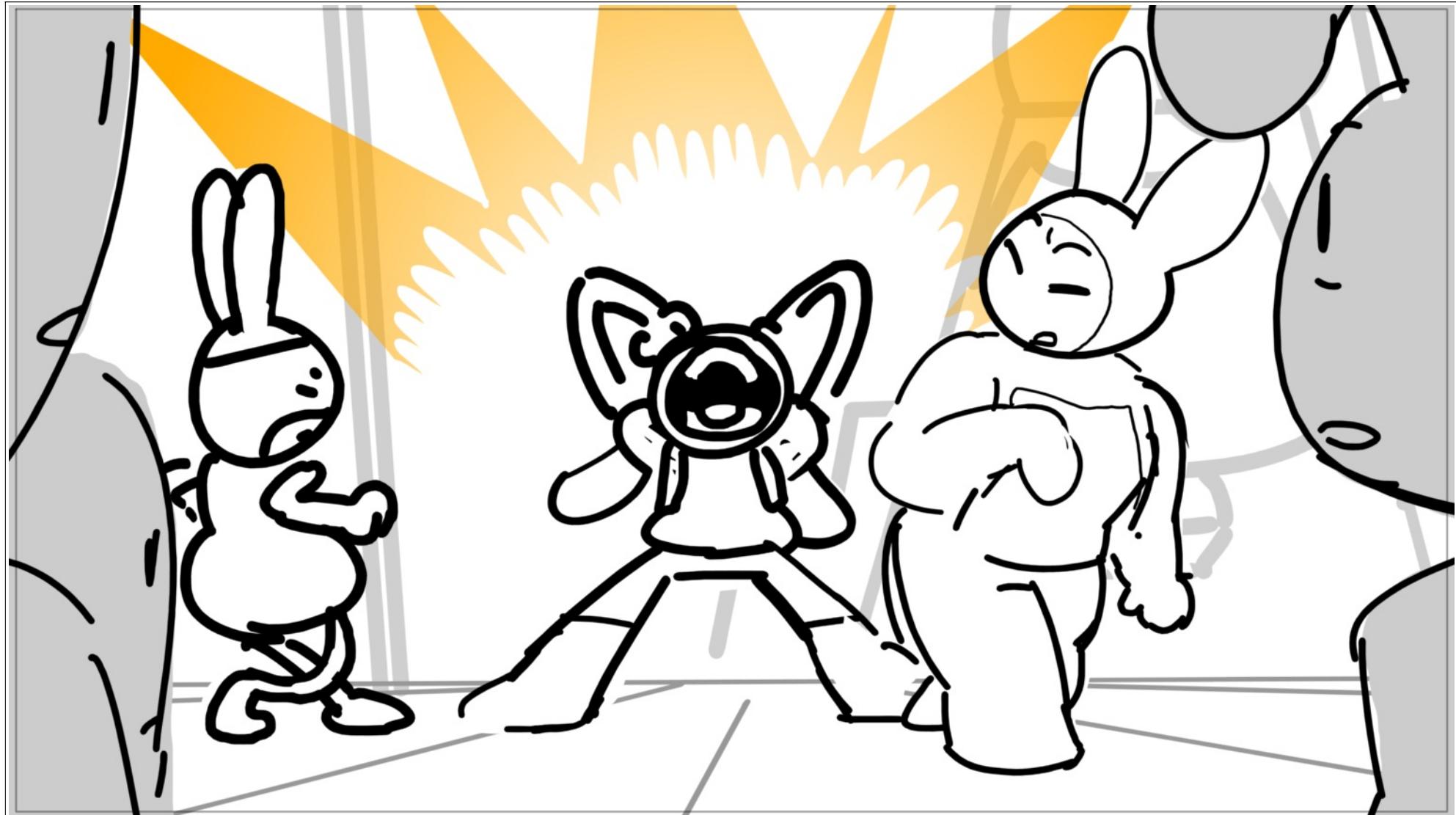
Scene	Duration	Panel	Duration
10	06:22	6	00:23



Dialog

Y5: CUT IT OUT!!!!!!!

Scene	Duration	Panel	Duration
10	06:22	7	00:23



Dialog

Y5: CUT IT OUT!!!!!!!!!

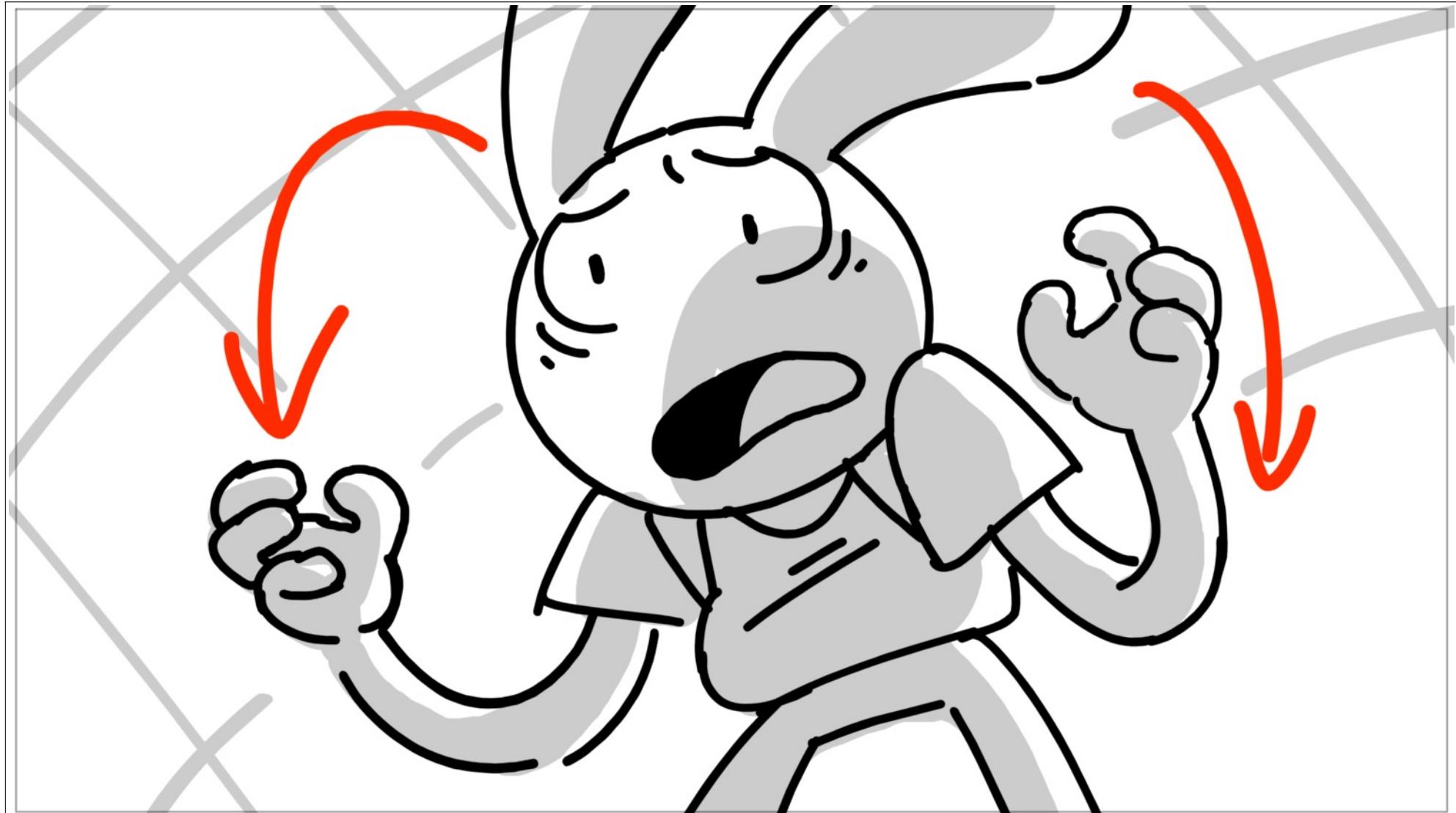
Scene	Duration	Panel	Duration
11	03:00	1	01:00



Dialog

Y5: rrrg--

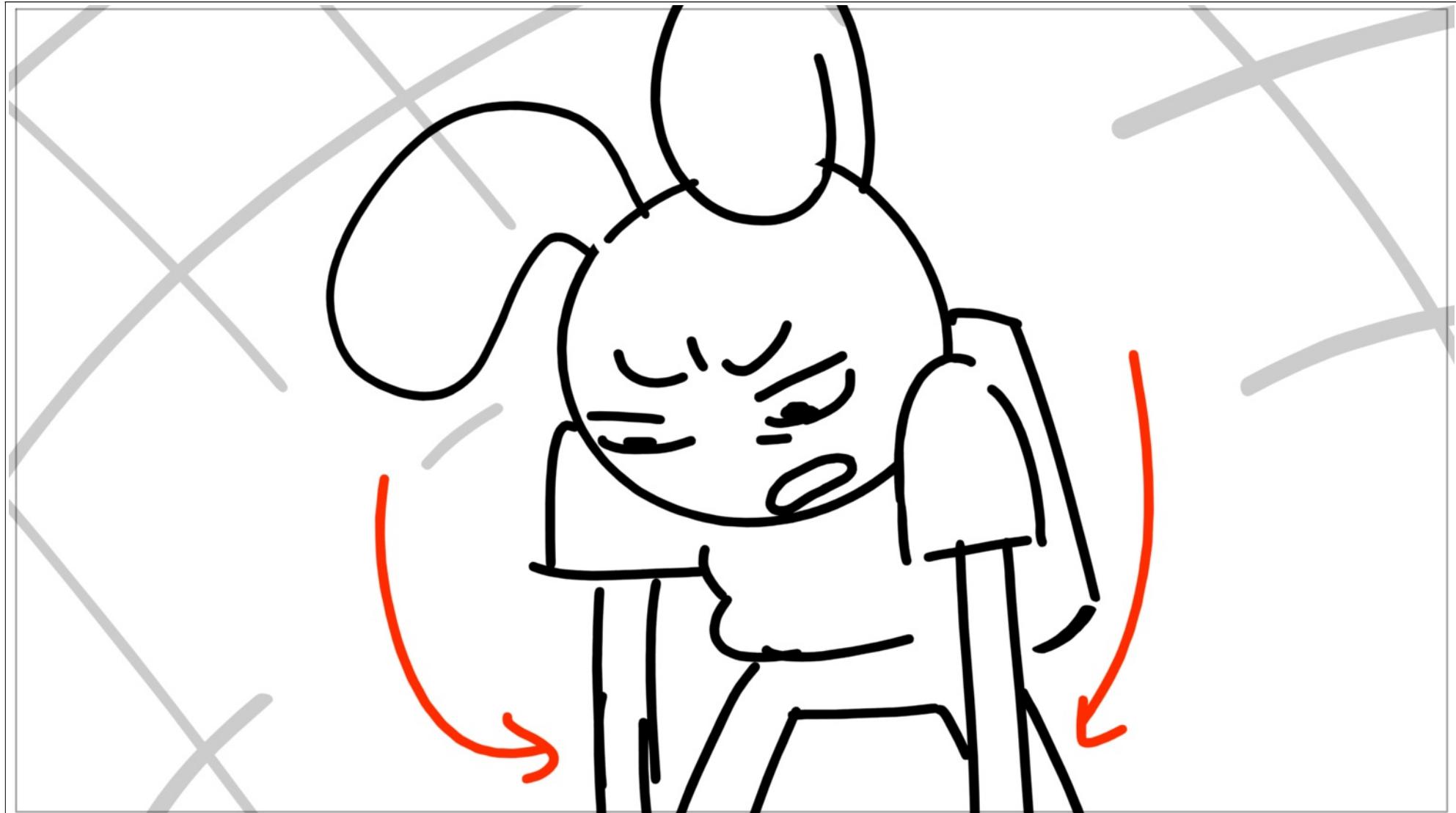
Scene	Duration	Panel	Duration
11	03:00	2	01:00



Dialog

Y5: PLEASE stop--

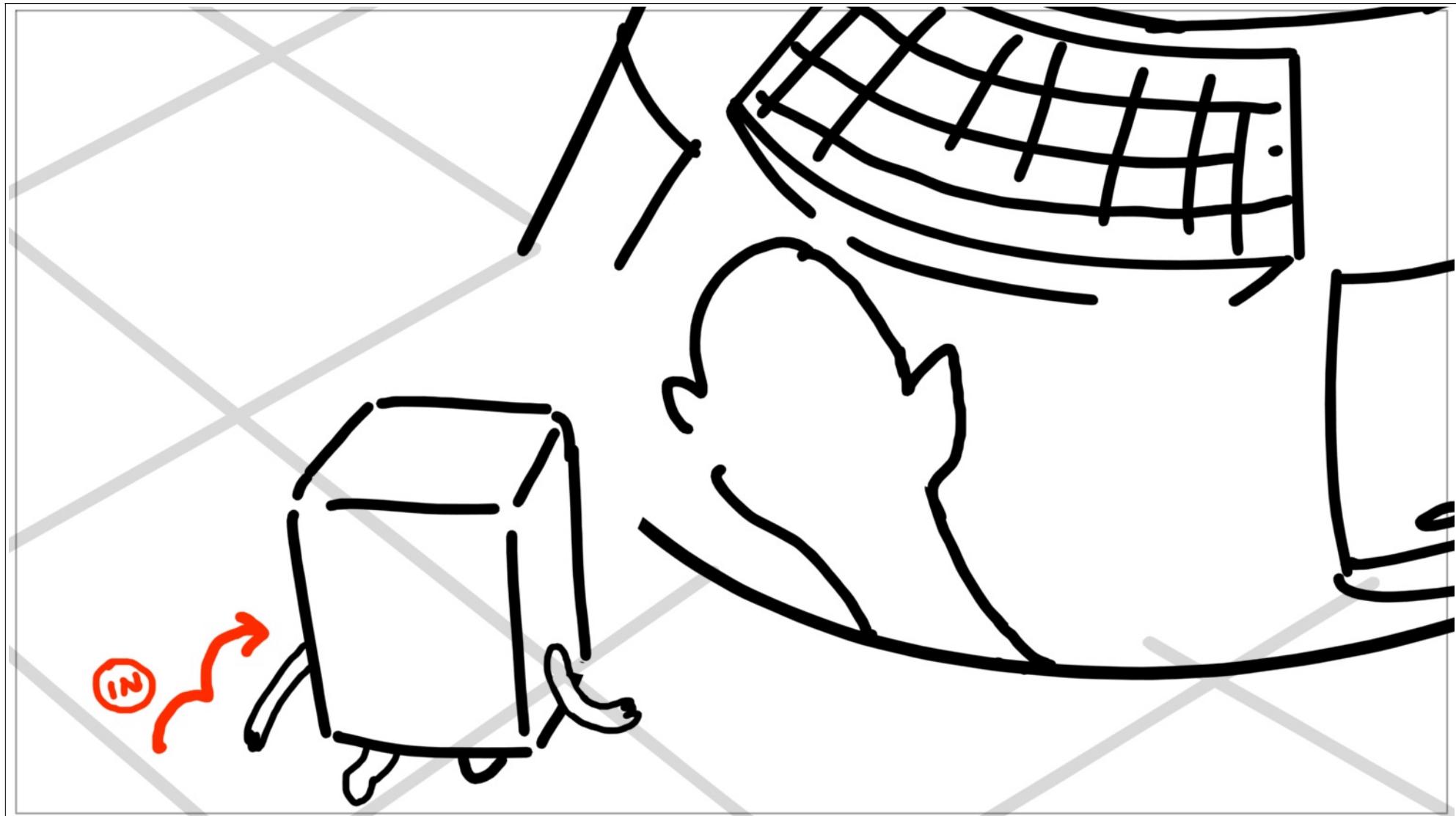
Scene	Duration	Panel	Duration
11	03:00	3	01:00



Dialog

Y5: treating me like a kid.

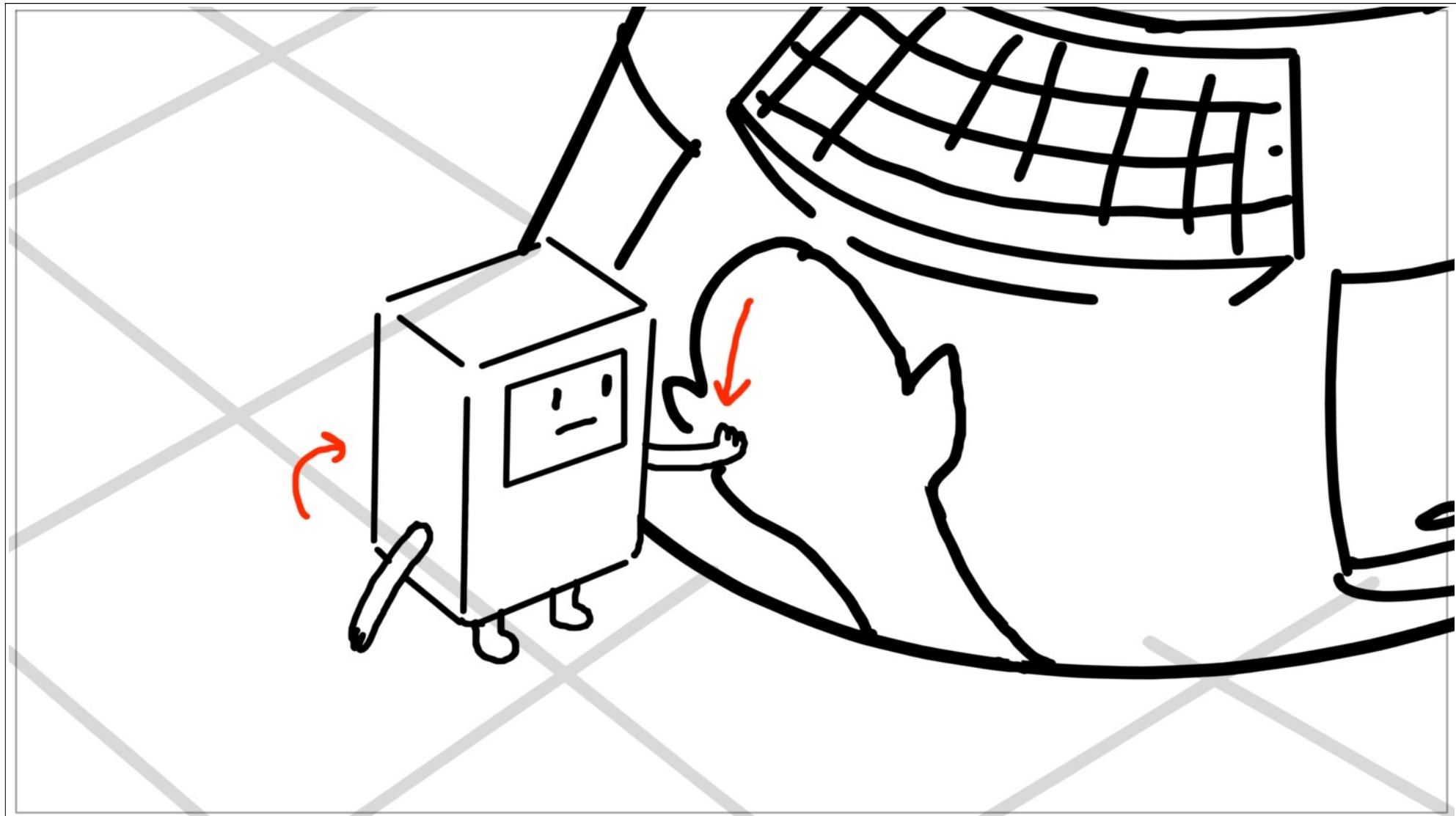
Scene	Duration	Panel	Duration
12	03:00	1	01:00



Dialog

Y5: (o/s) i need to break into this vending machine to prove it to you!!!

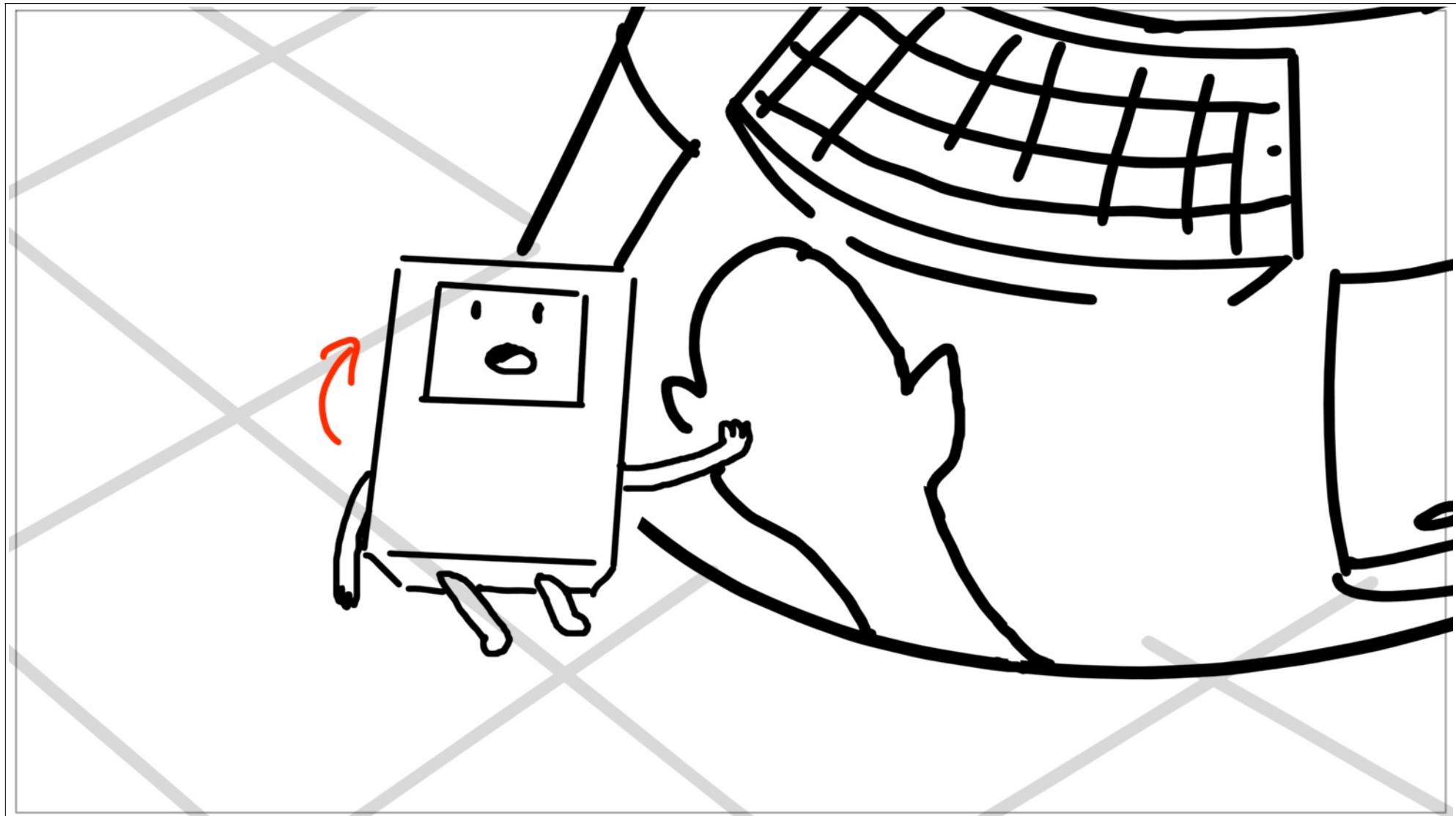
Scene	Duration	Panel	Duration
12	03:00	2	01:00



Dialog

Y5: (o/s) i need to break into this vending machine to prove it to you!!!

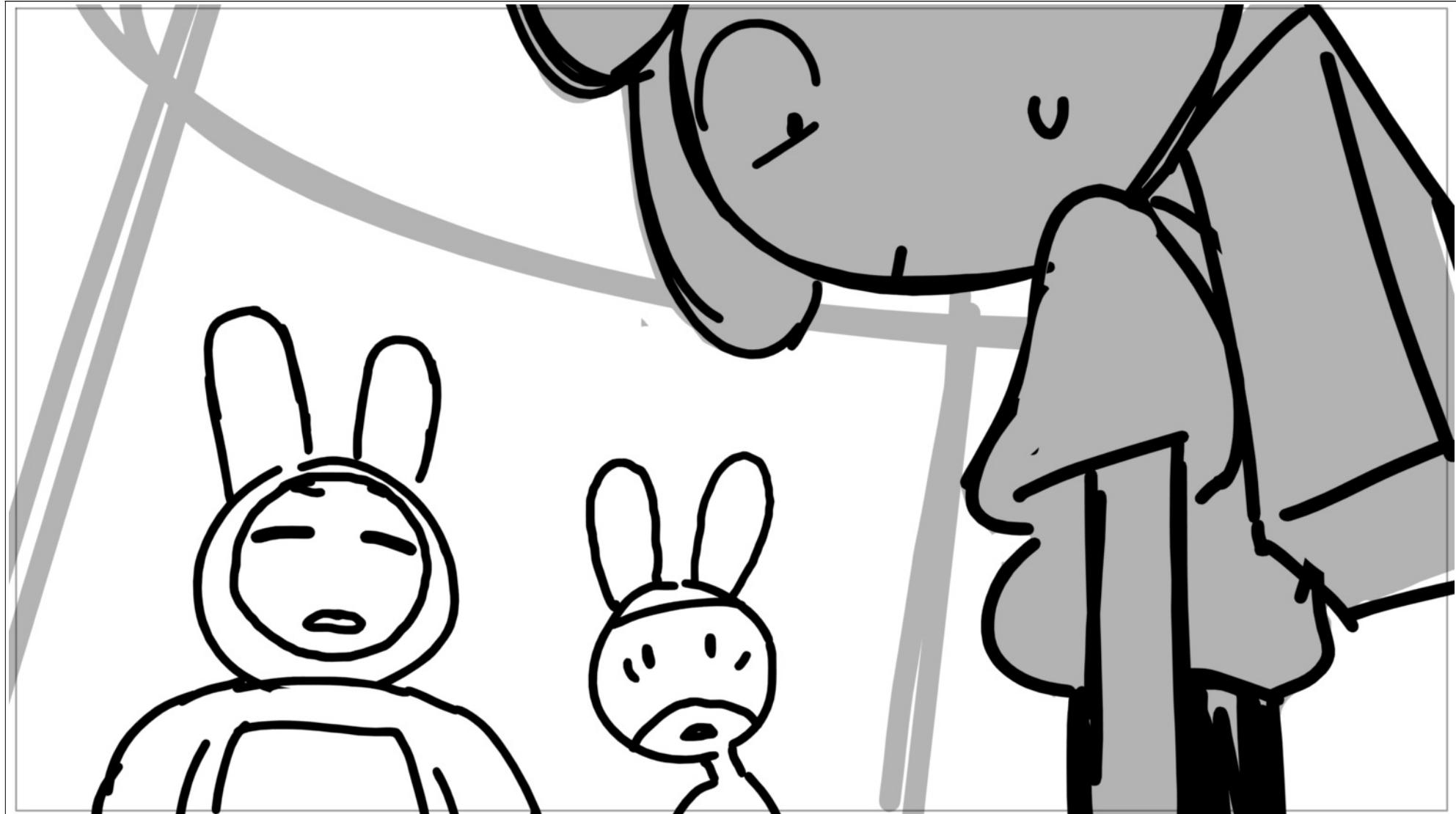
Scene	Duration	Panel	Duration
12	03:00	3	01:00



Dialog

BMO: oh! are you trying to get that thing I ate?

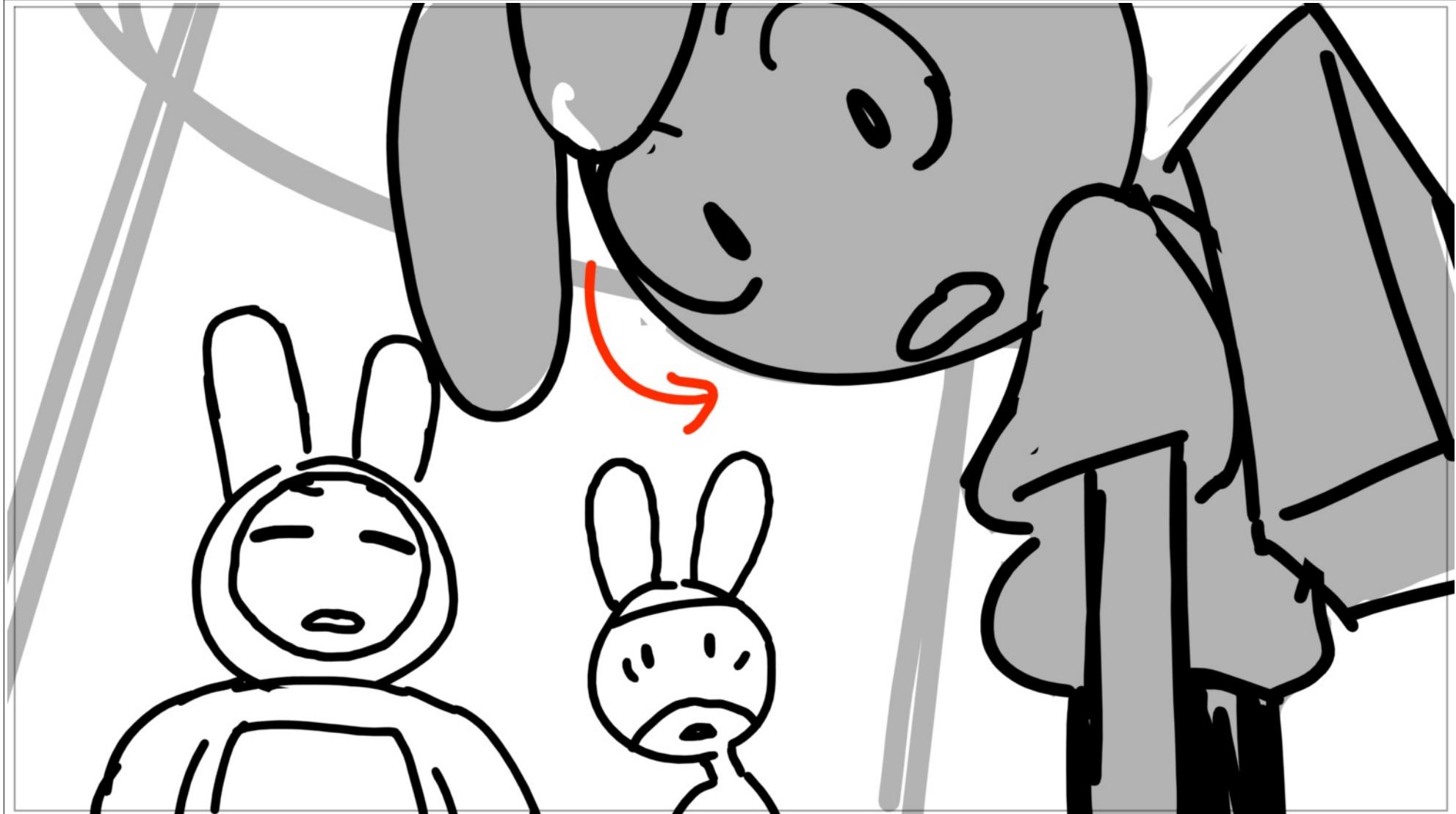
Scene	Duration	Panel	Duration
13	02:00	1	01:00



Dialog

KS-2: (quietly) what thing?

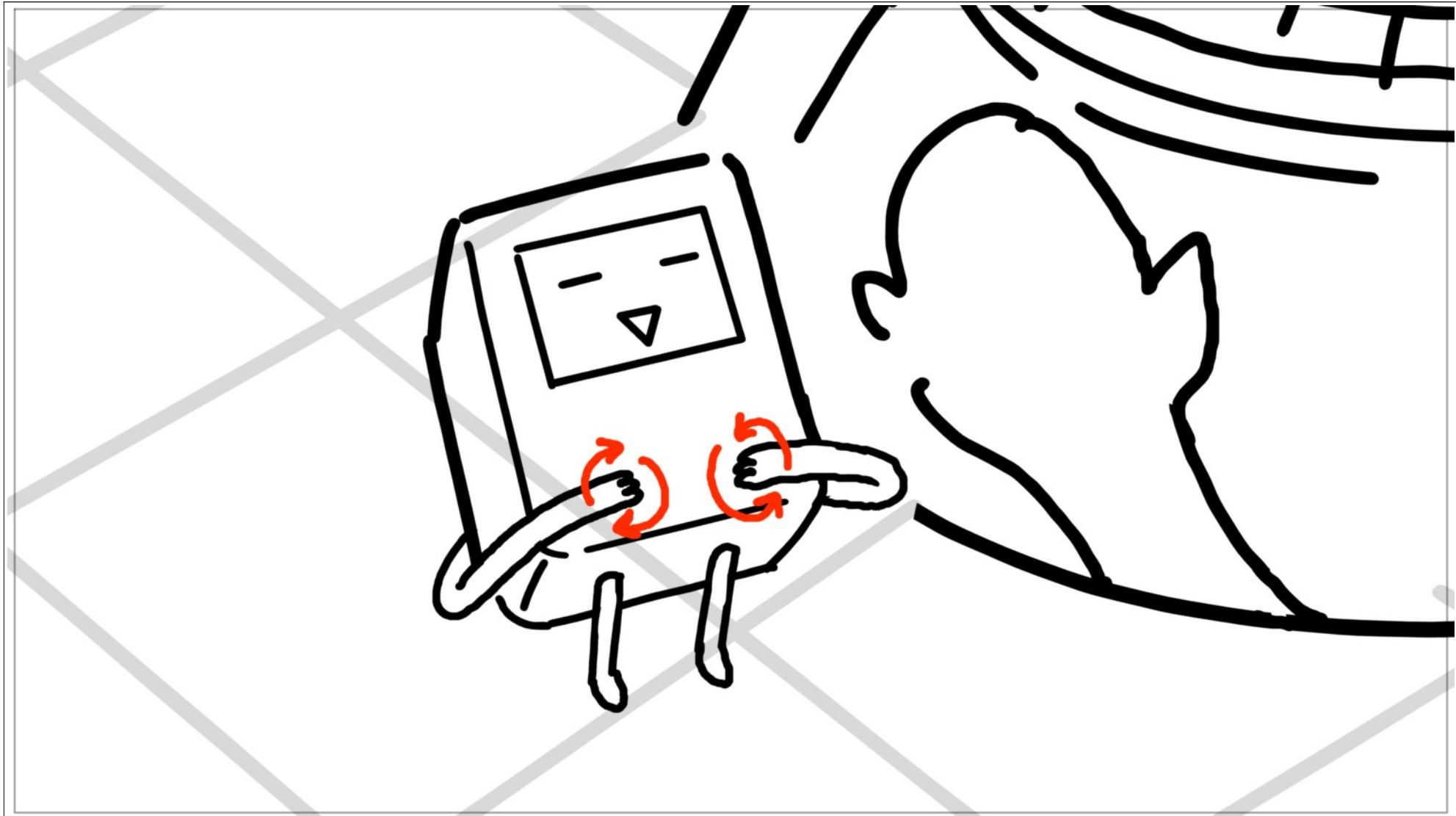
Scene	Duration	Panel	Duration
13	02:00	2	01:00



Dialog

Y5: do you still have that?

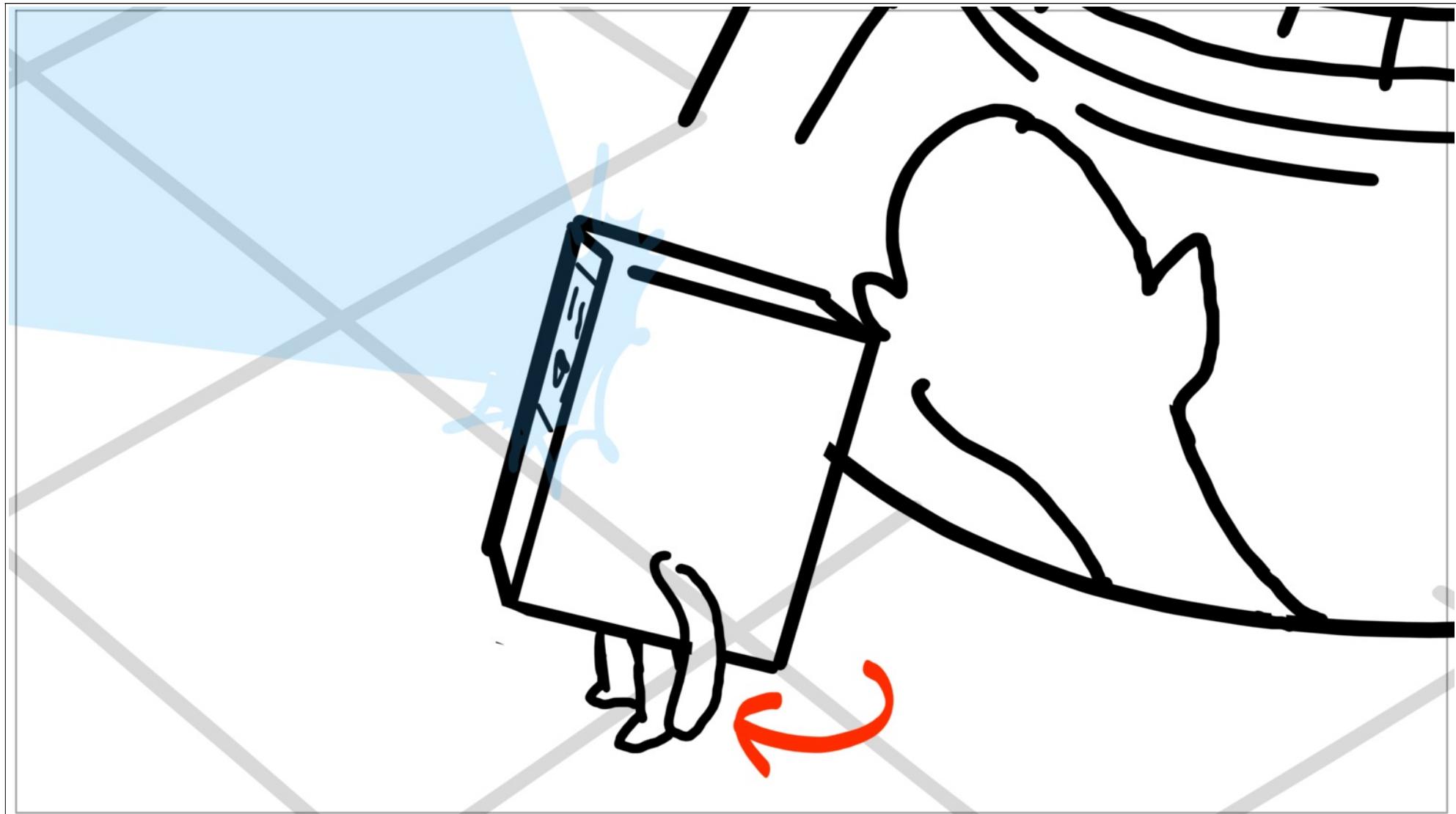
Scene	Duration	Panel	Duration
14	02:00	1	01:00



Dialog

BMO: that smooth, smooth data.

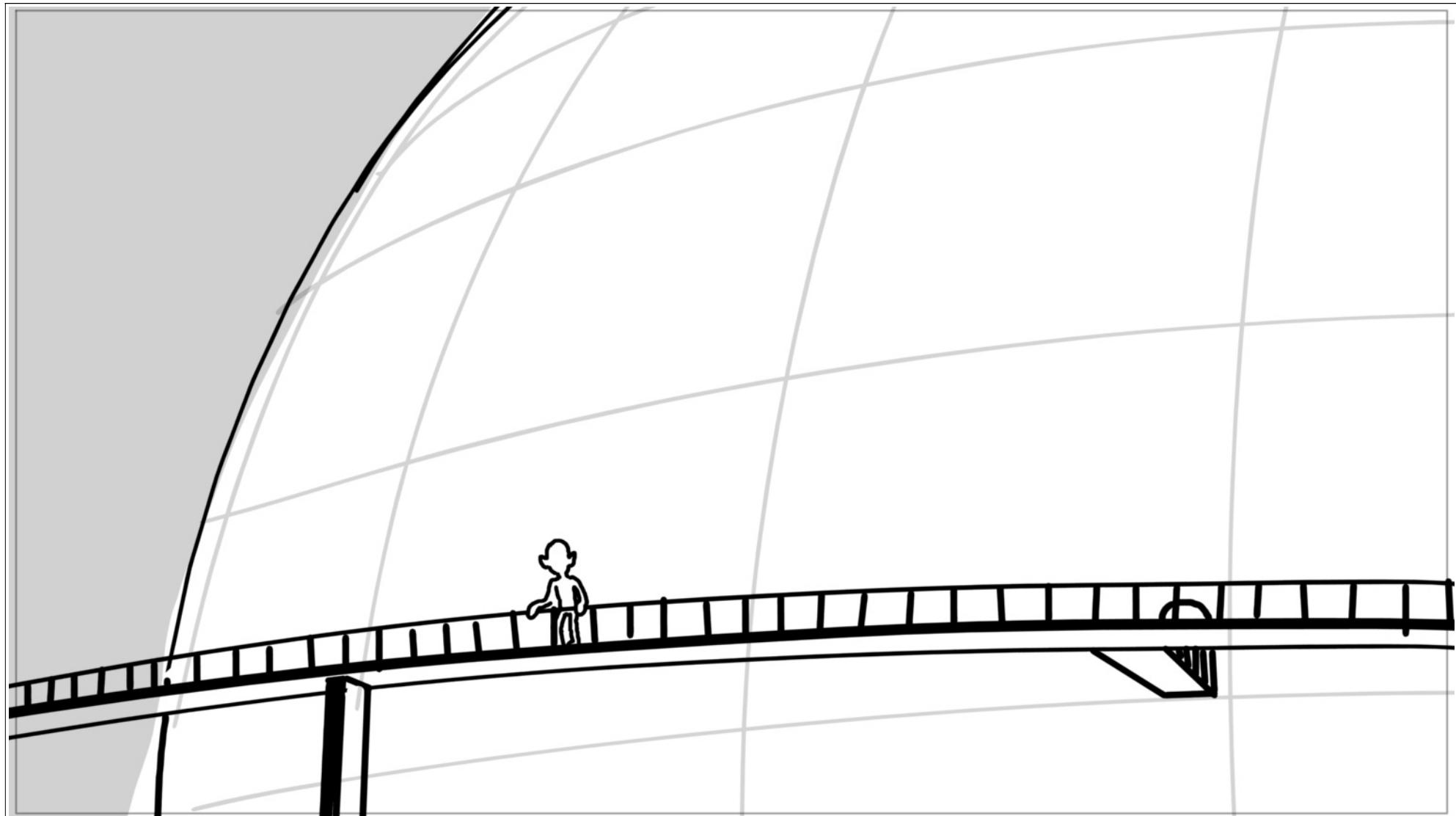
Scene	Duration	Panel	Duration
14	02:00	2	01:00



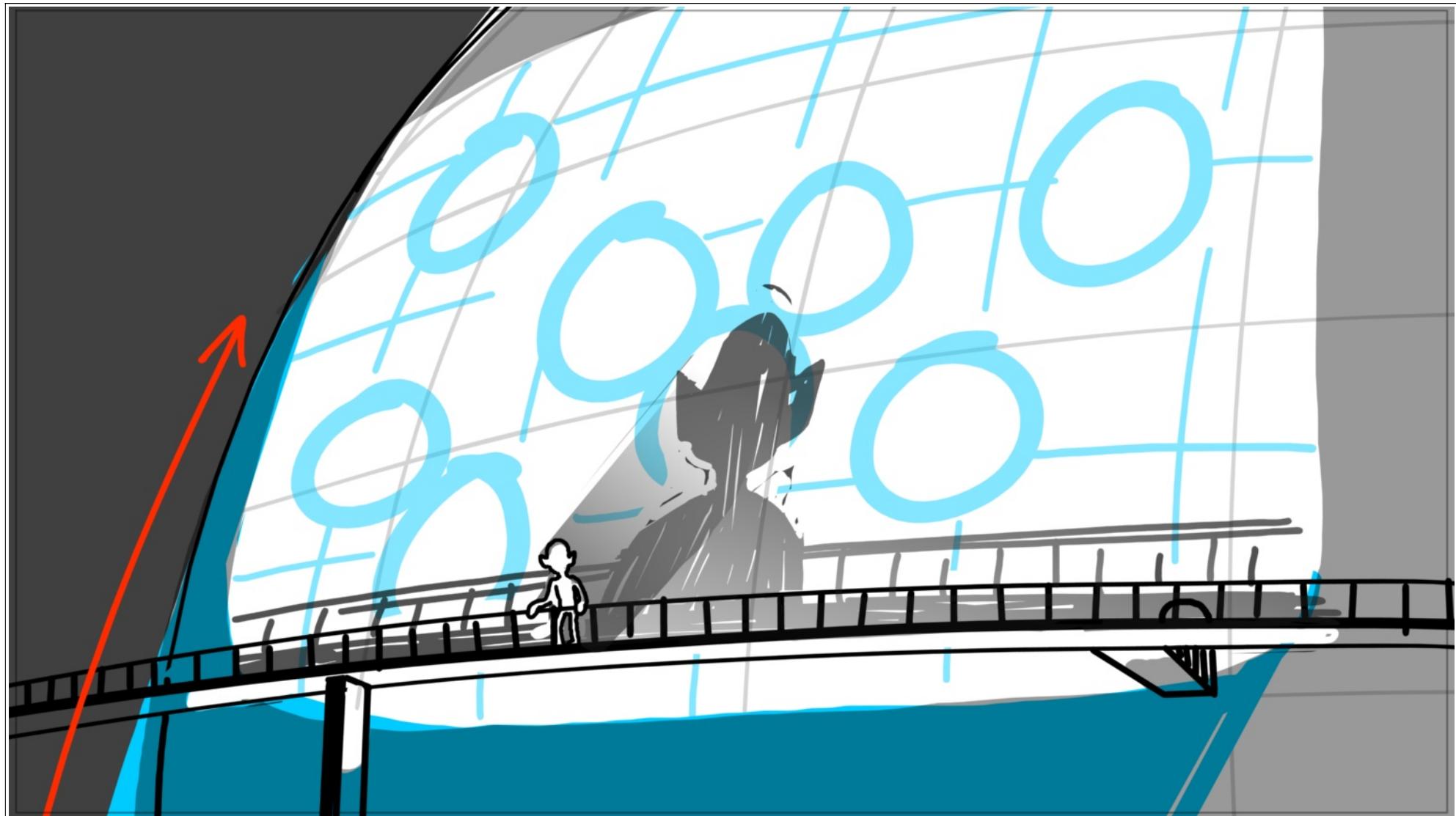
Dialog

BMO: here!

Scene	Duration	Panel	Duration
15	02:00	1	01:00



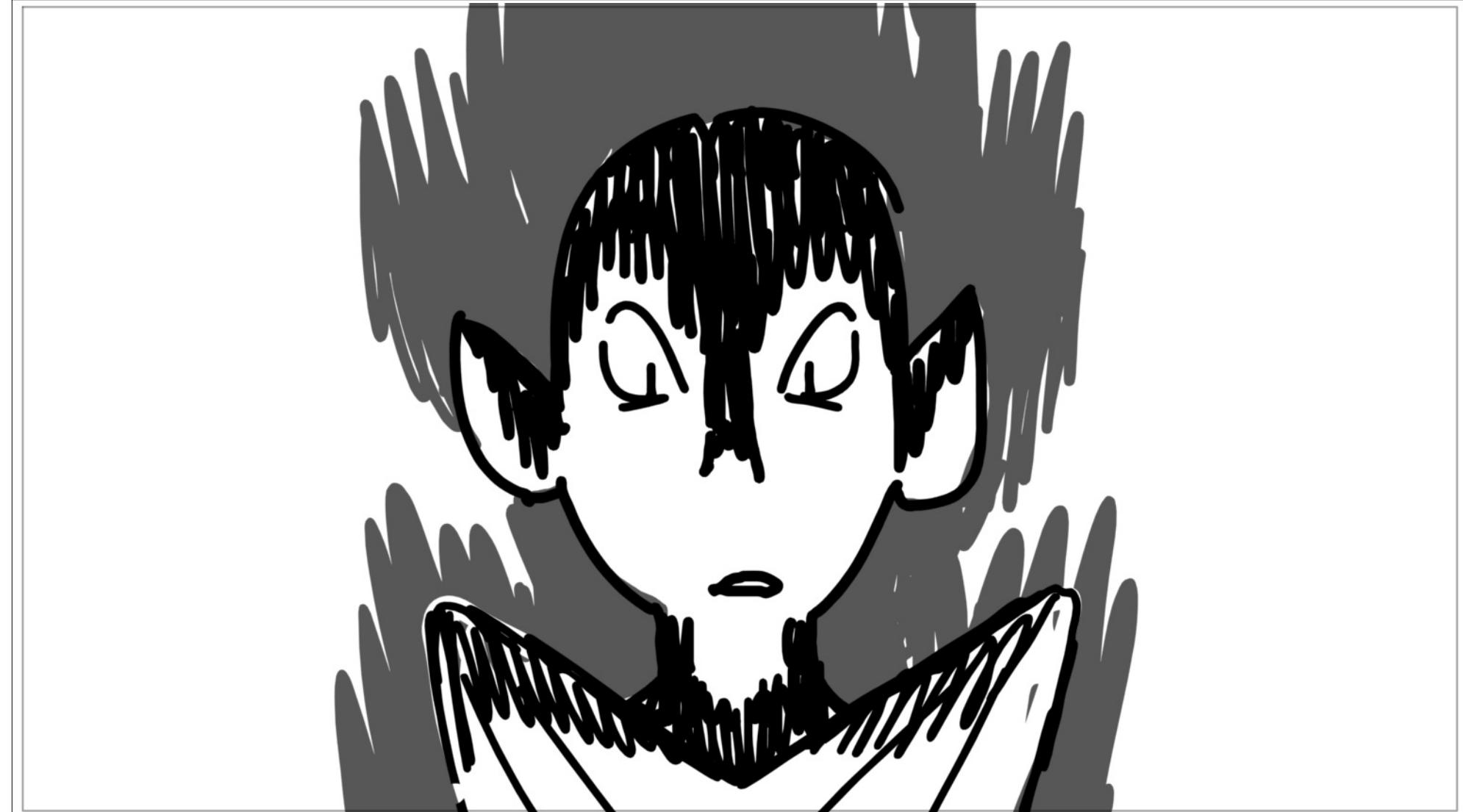
Scene	Duration	Panel	Duration
15	02:00	2	01:00



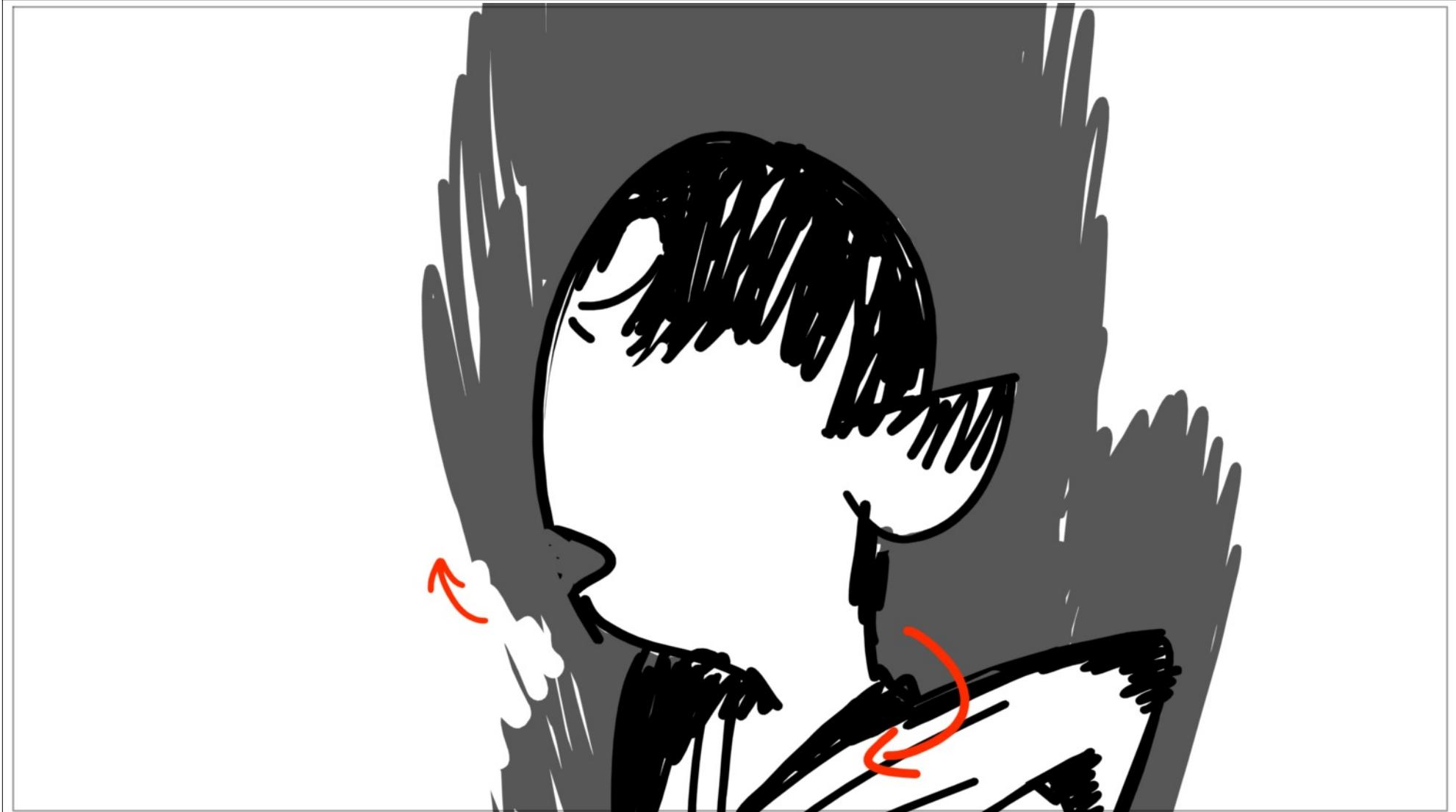
Dialog

sfx: [crowd gasps]

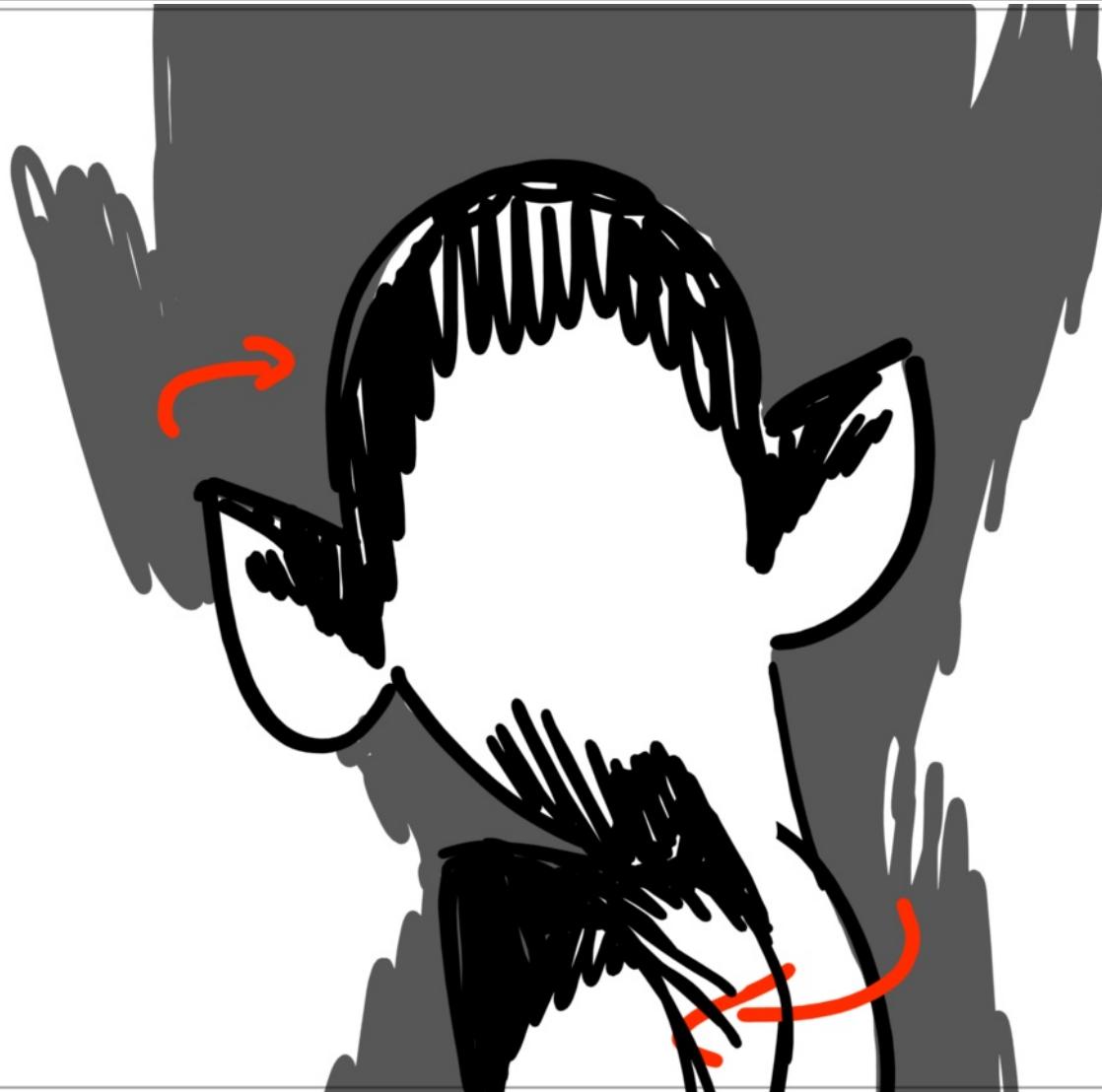
Scene	Duration	Panel	Duration
16	02:23	1	01:00



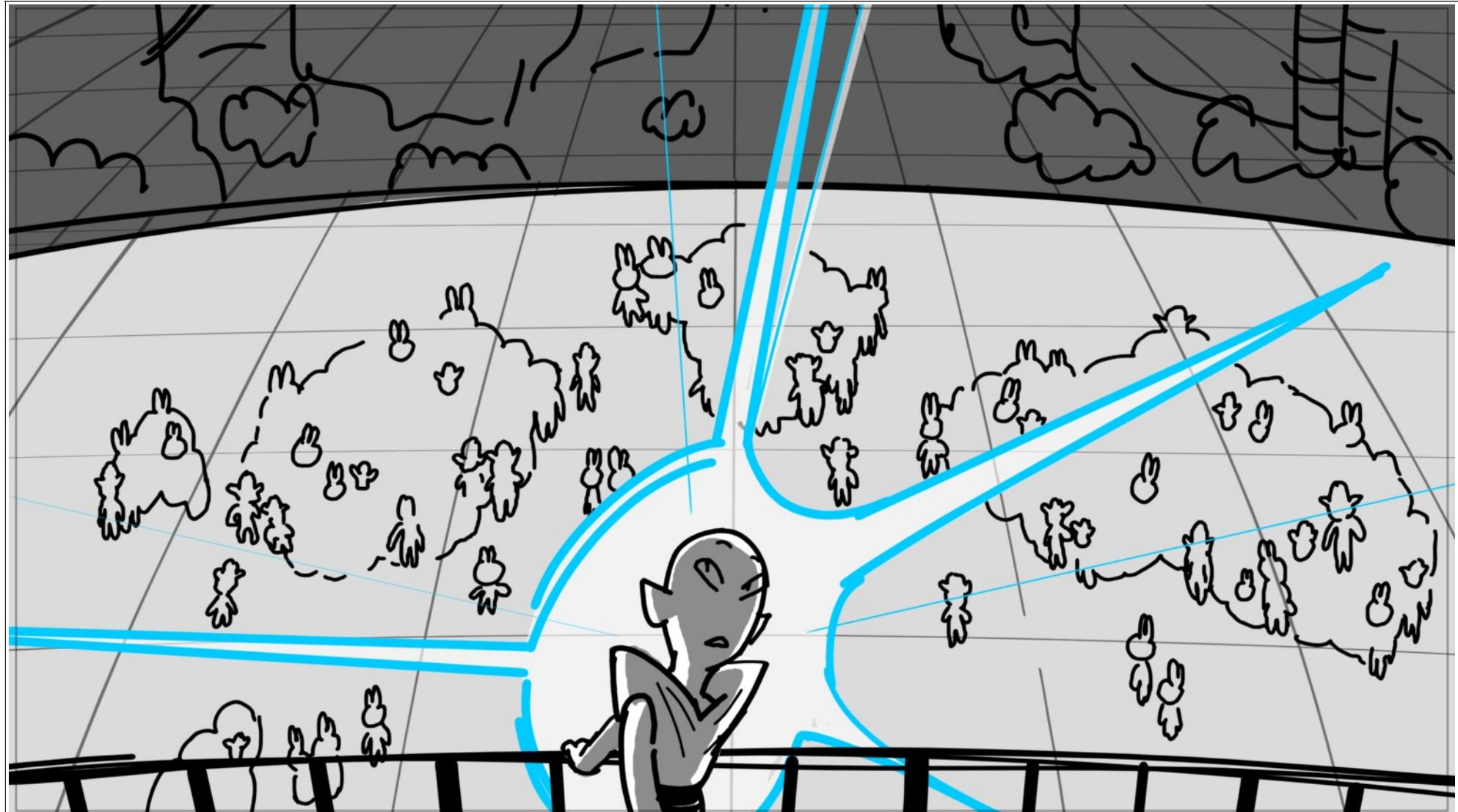
Scene	Duration	Panel	Duration
16	02:23	2	00:23



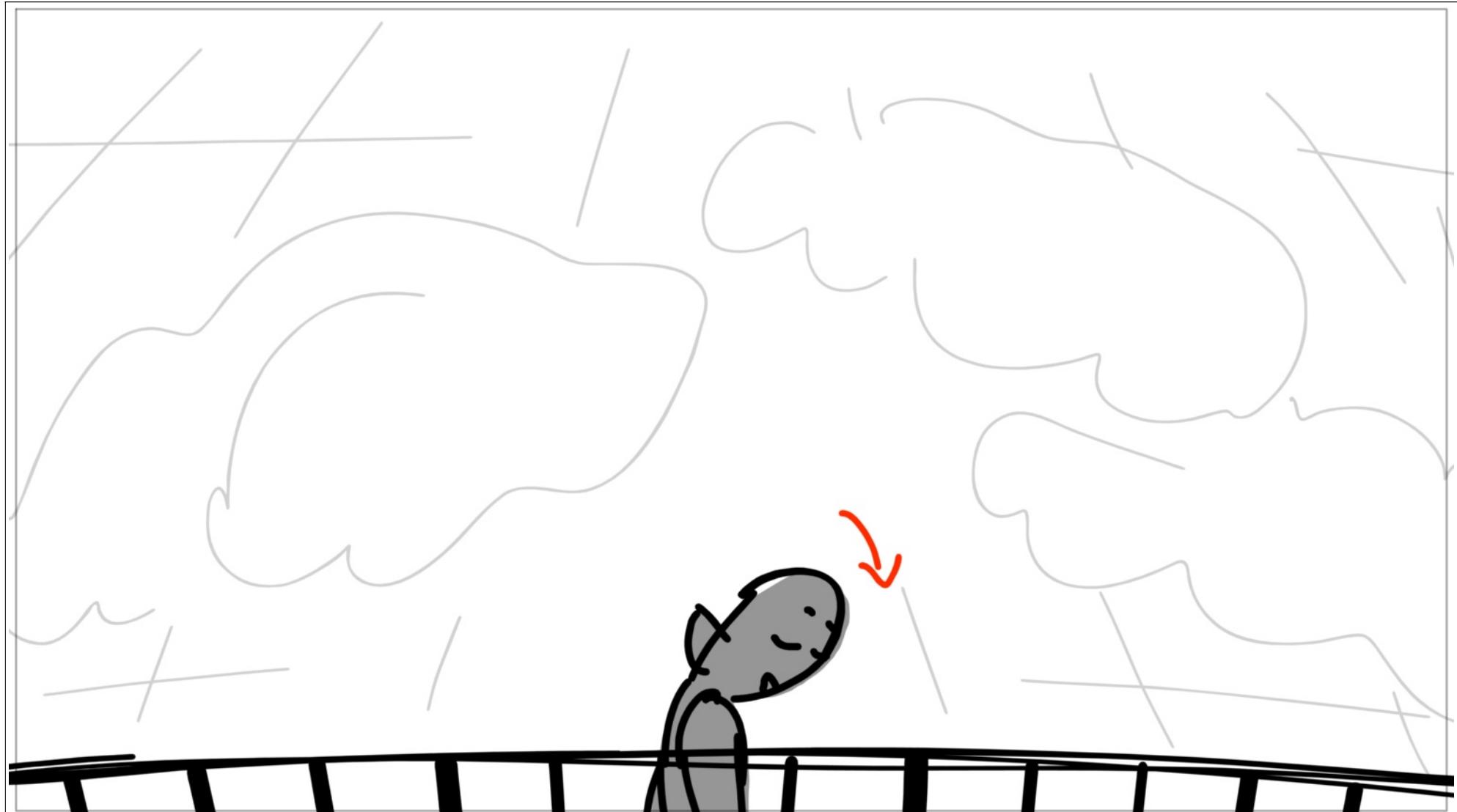
Scene	Duration	Panel	Duration
16	02:23	3	01:00



Scene	Duration	Panel	Duration
17	03:00	1	01:00



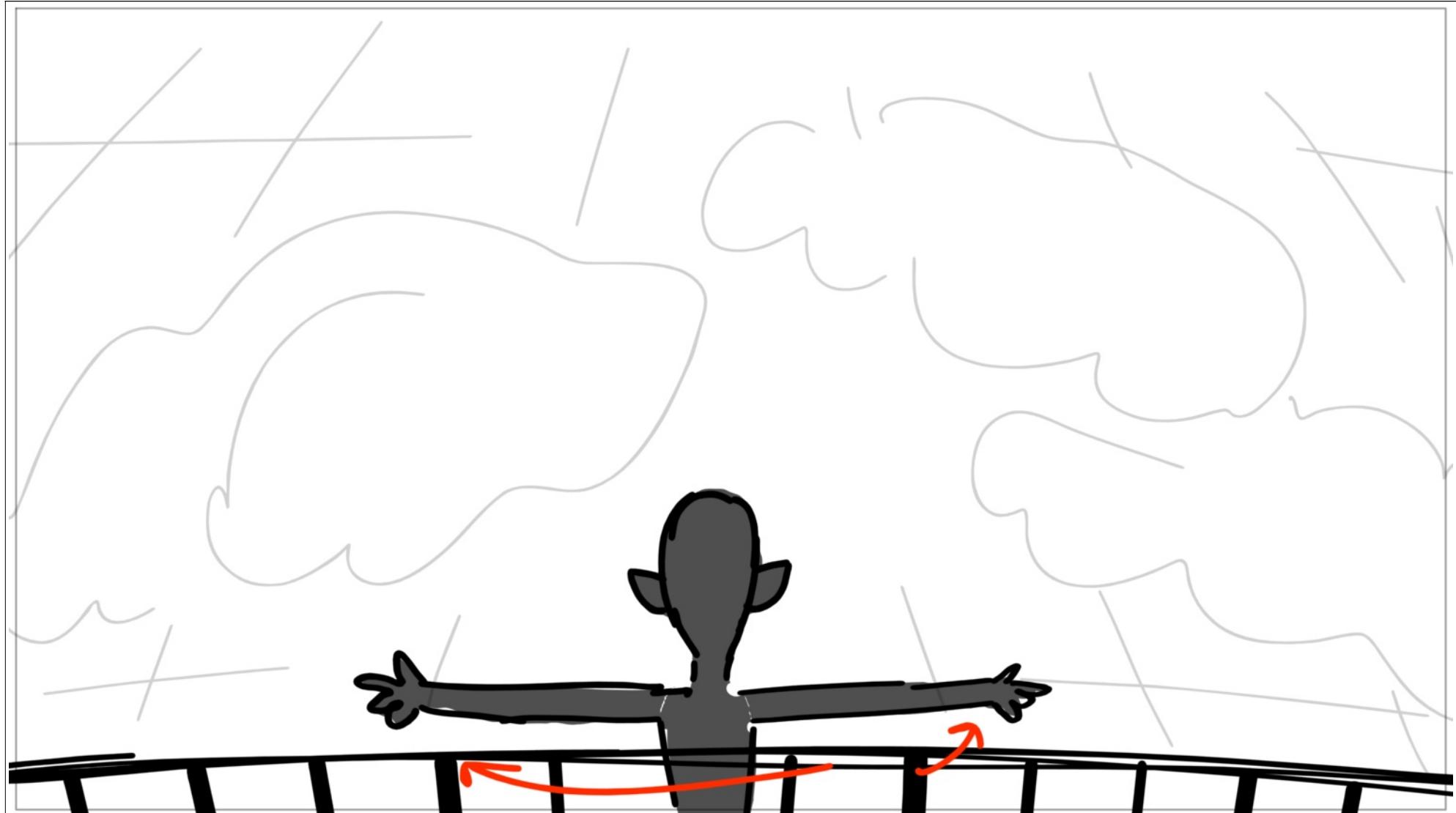
Scene	Duration	Panel	Duration
17	03:00	2	01:00



Dialog

Hugo: ...It's true.

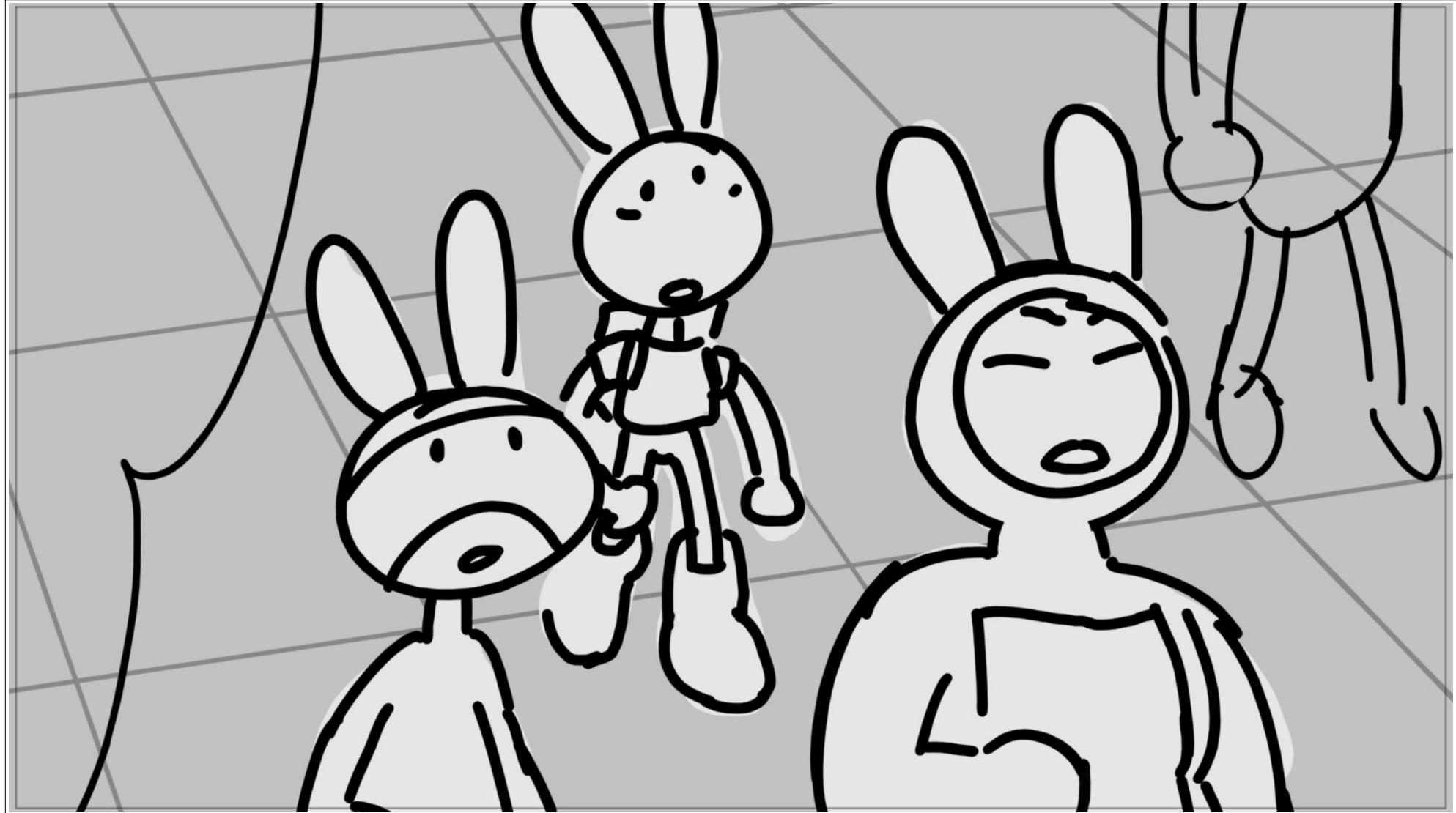
Scene	Duration	Panel	Duration
17	03:00	3	01:00



Dialog

H: Yes, the unity pod was always designed to save only myself--

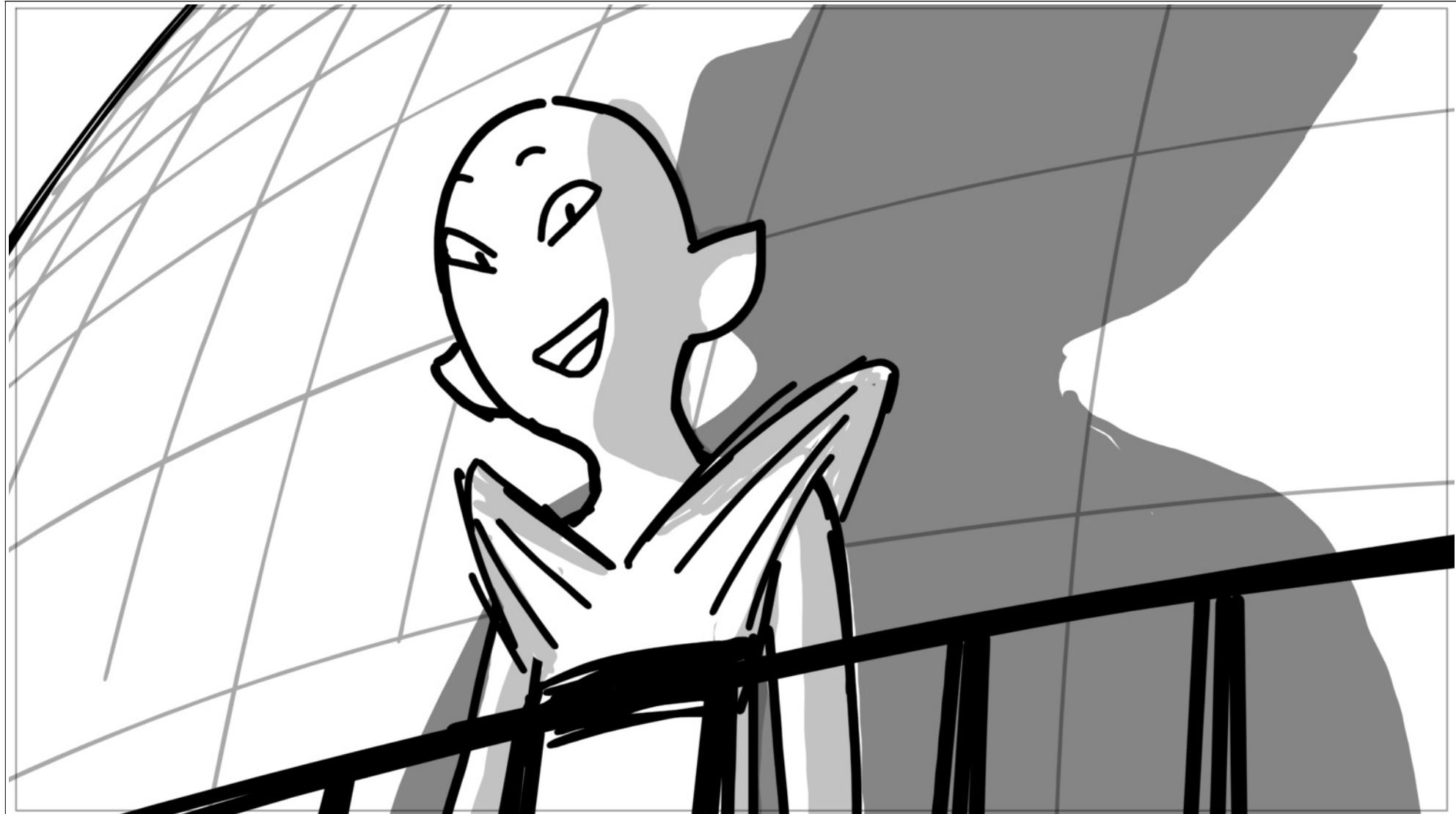
Scene	Duration	Panel	Duration
18	01:00	1	01:00



Dialog

H: (os) and a few lucky chosen.

Scene	Duration	Panel	Duration
19	03:00	1	01:00



Dialog

H: the rest of the Drift is--

Scene	Duration	Panel	Duration
19	03:00	2	01:00



Dialog

H: well, it's unfortunate--

Scene	Duration	Panel	Duration
19	03:00	3	01:00



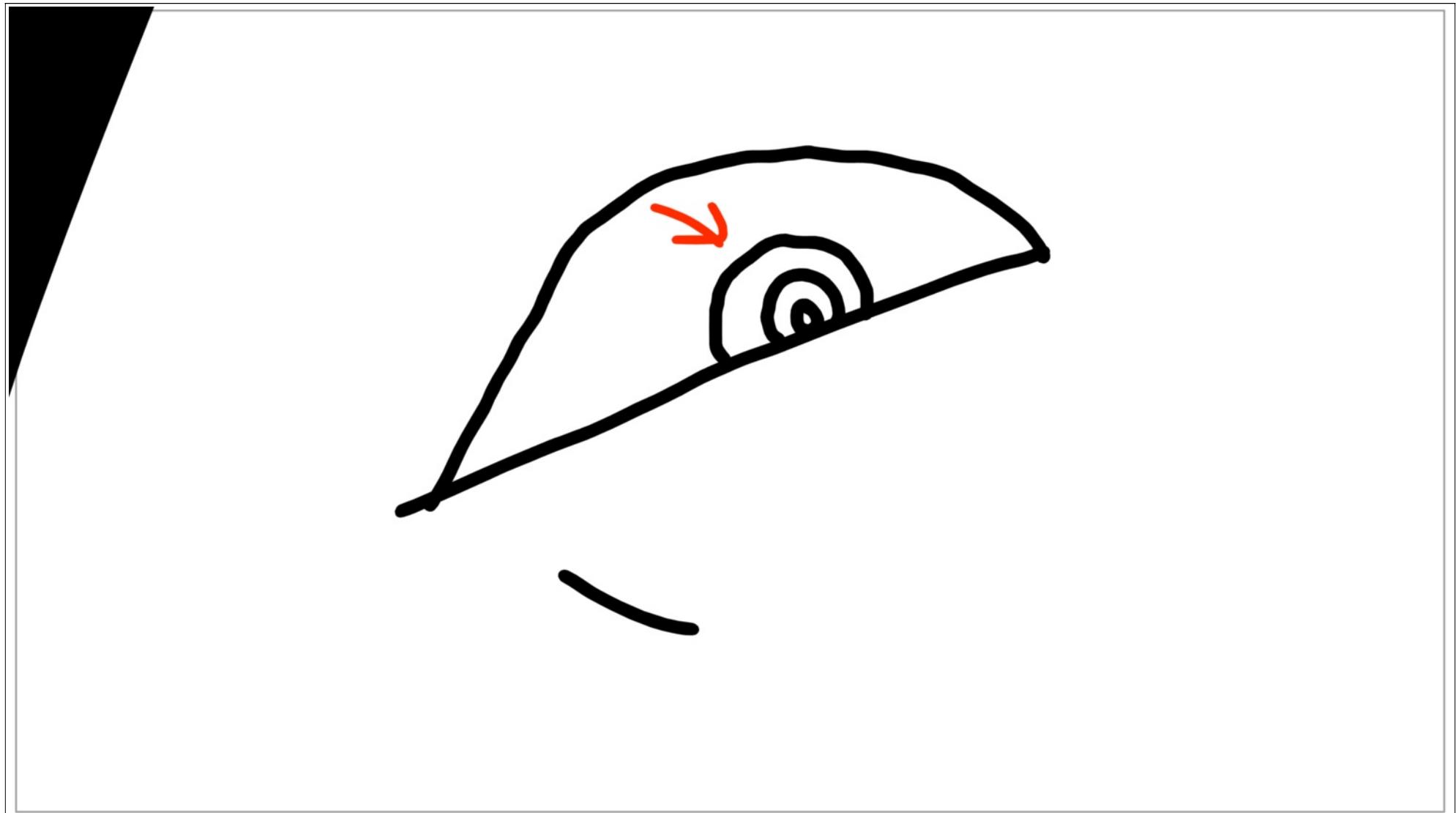
Dialog

H: but it's only a bit of collateral damage in the grand scheme of things.

Scene	Duration	Panel	Duration
20	03:00	1	01:00



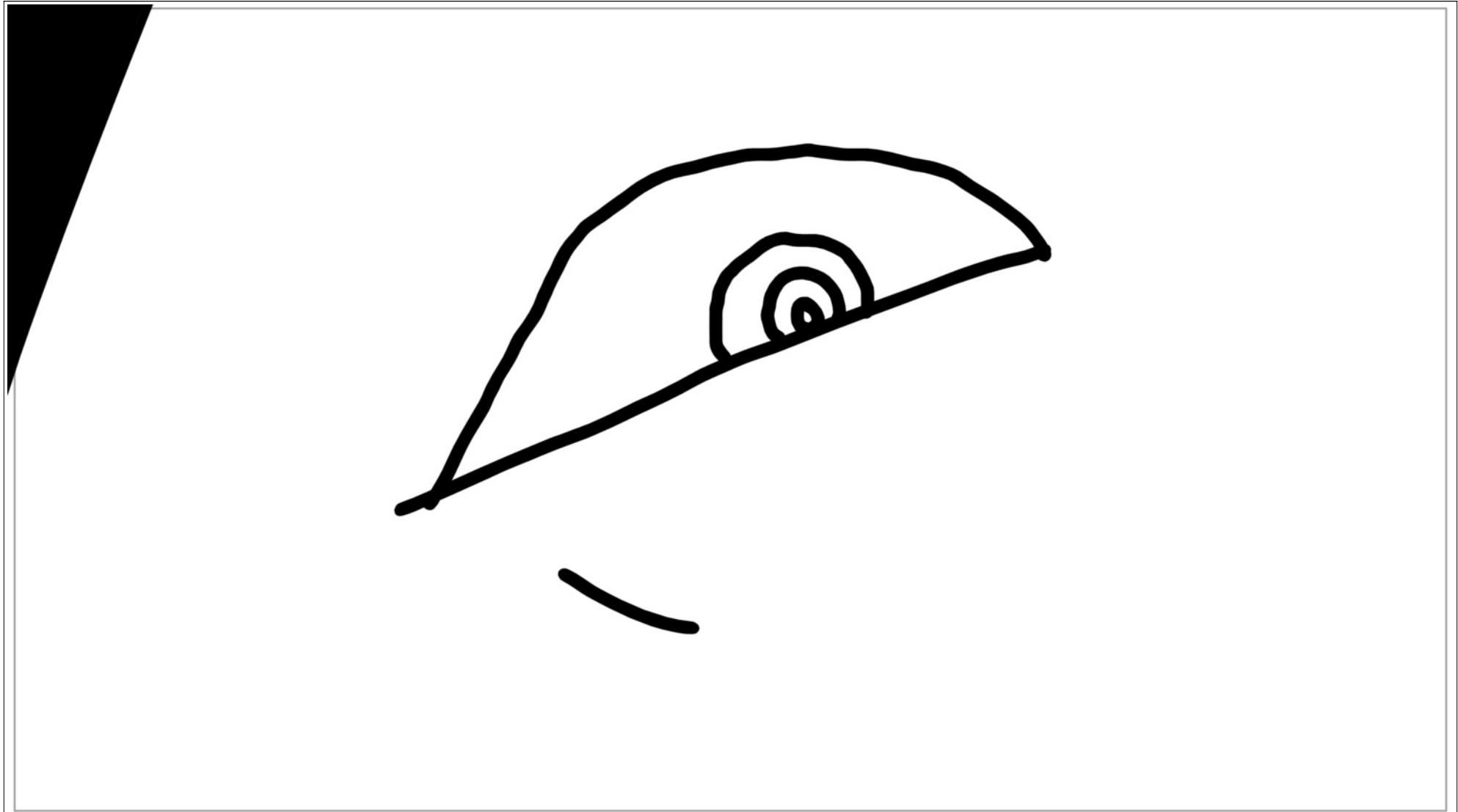
Scene	Duration	Panel	Duration
20	03:00	2	01:00



Dialog

H: it is what it is.

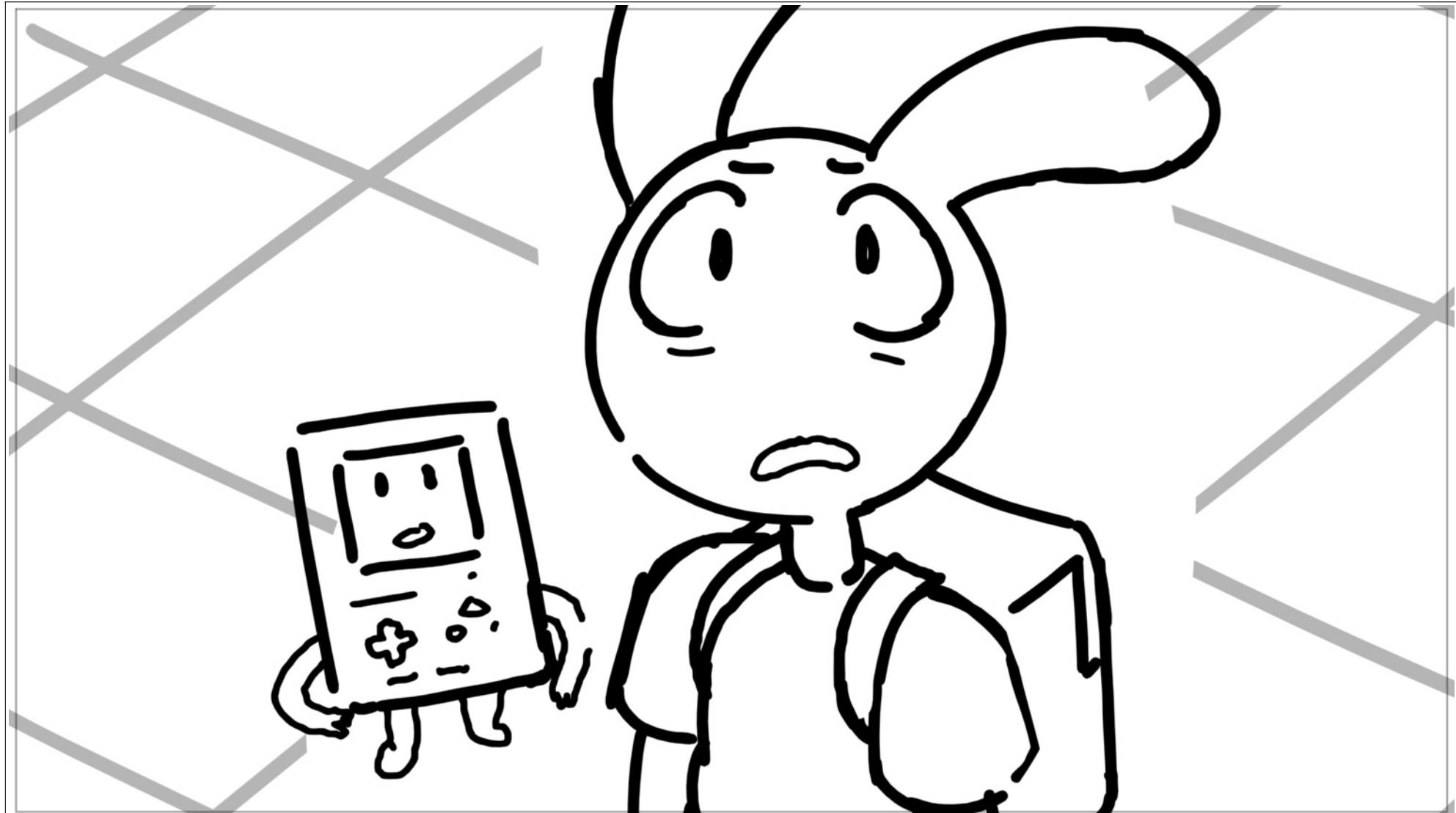
Scene	Duration	Panel	Duration
20	03:00	3	01:00



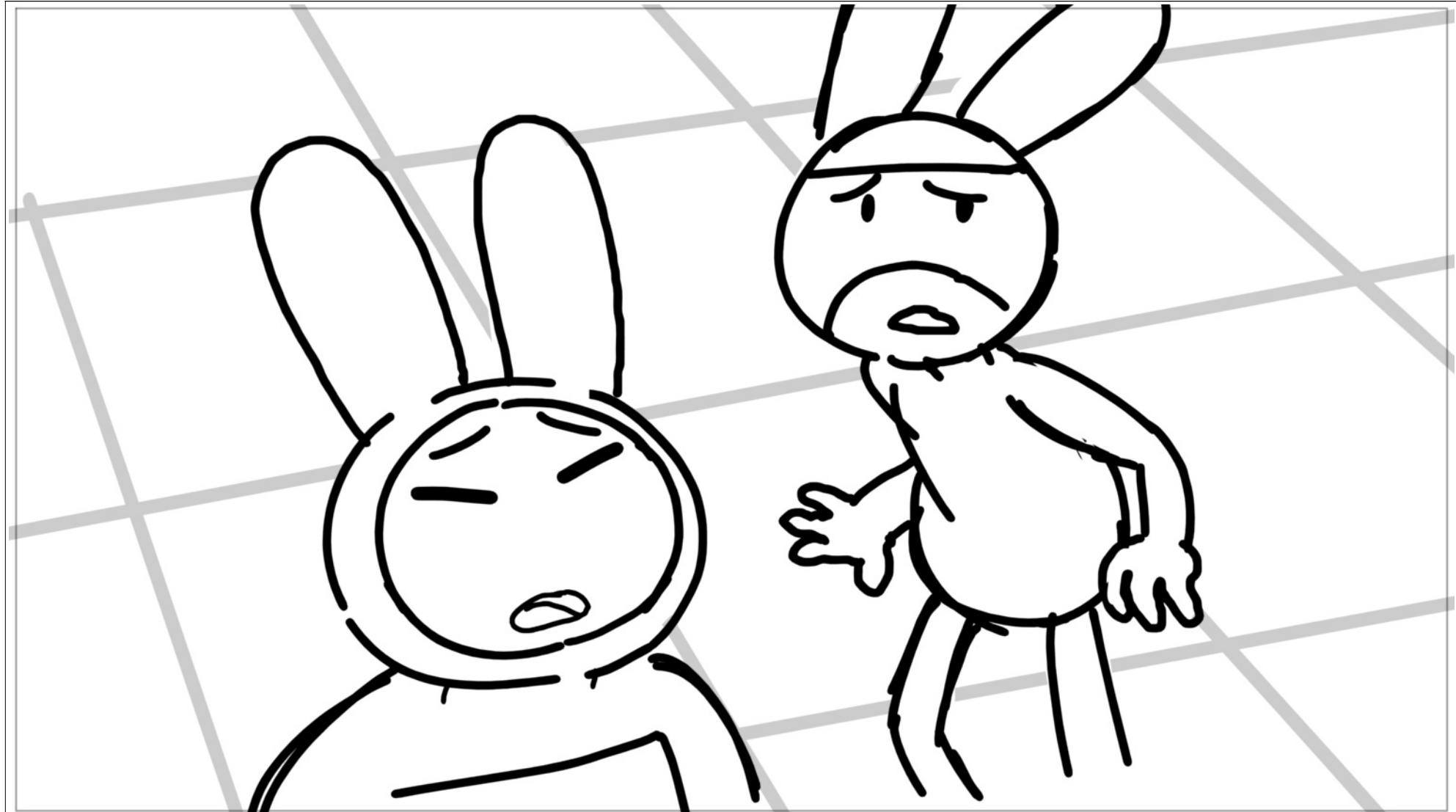
Dialog

H: it is what it is.

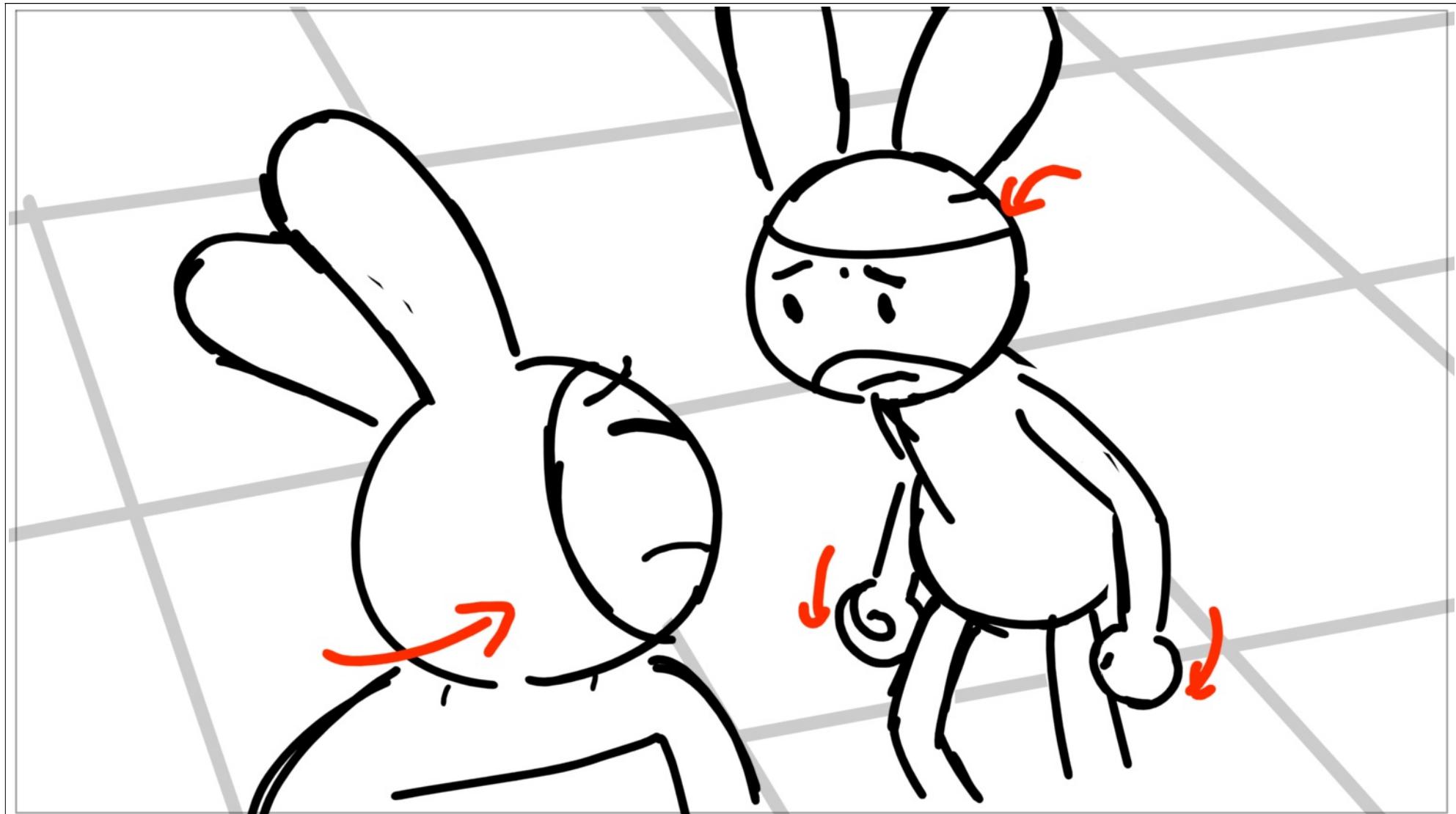
Scene	Duration	Panel	Duration
21	01:00	1	01:00



Scene	Duration	Panel	Duration
22	02:00	1	01:00



Scene	Duration	Panel	Duration
22	02:00	2	01:00



Scene	Duration	Panel	Duration
23	03:00	1	01:00



Dialog

H: besides, this can't all be on me.

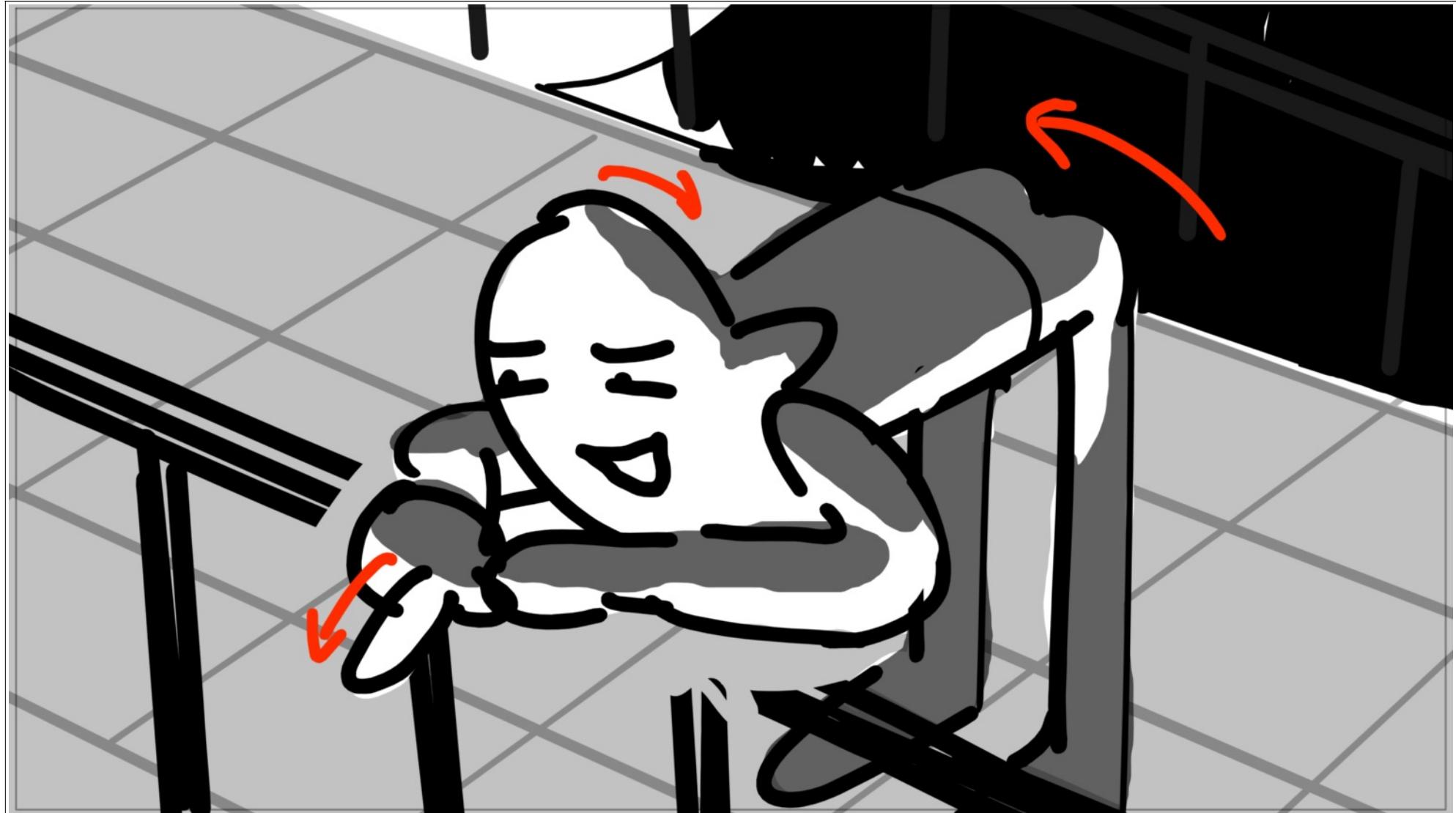
Scene	Duration	Panel	Duration
23	03:00	2	01:00



Dialog

H: you all thought the unity pod sounded like a swell idea--

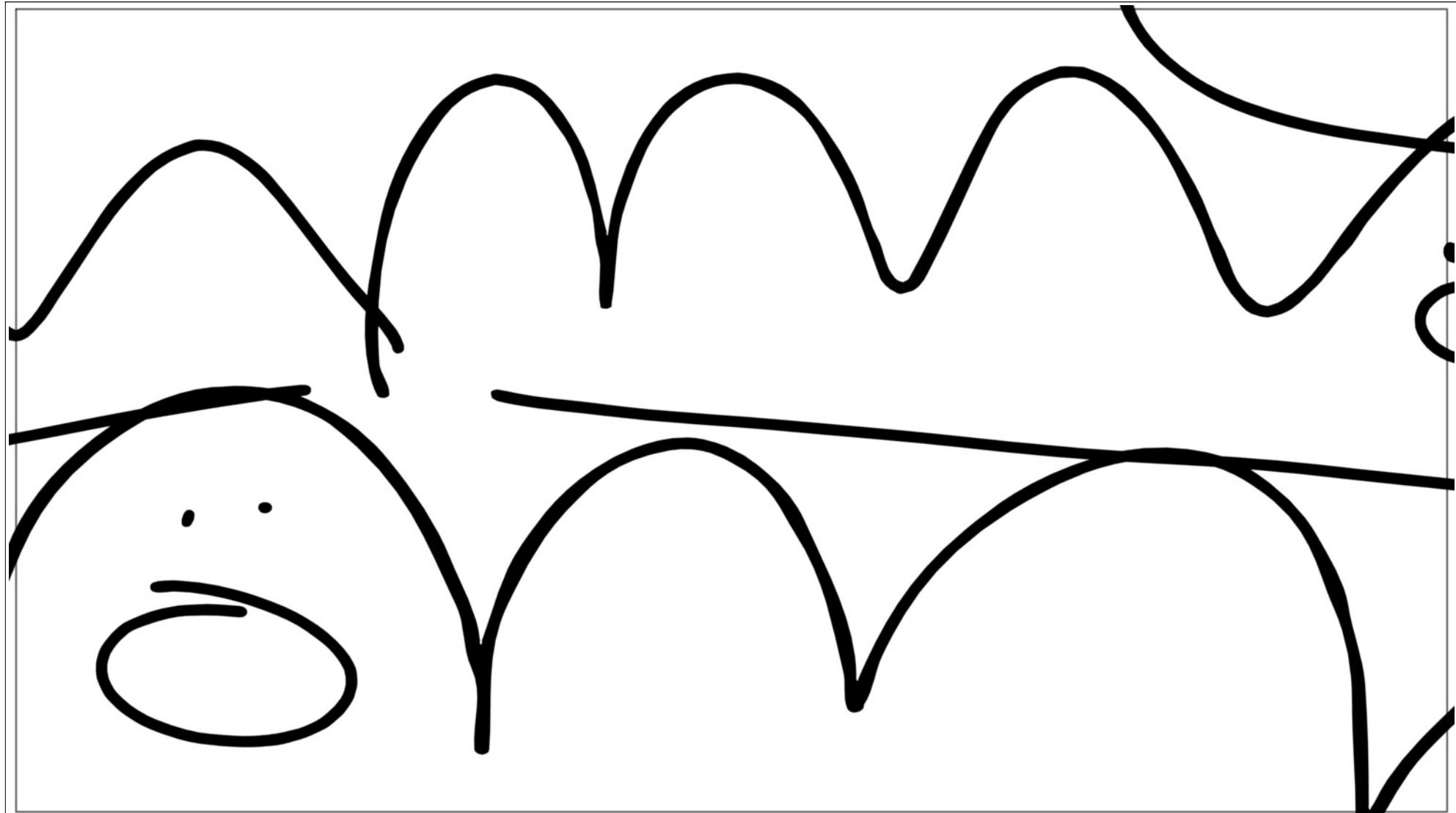
Scene	Duration	Panel	Duration
23	03:00	3	01:00



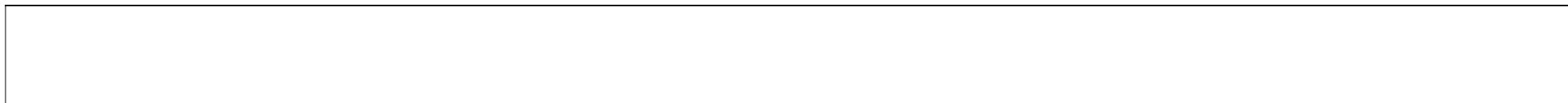
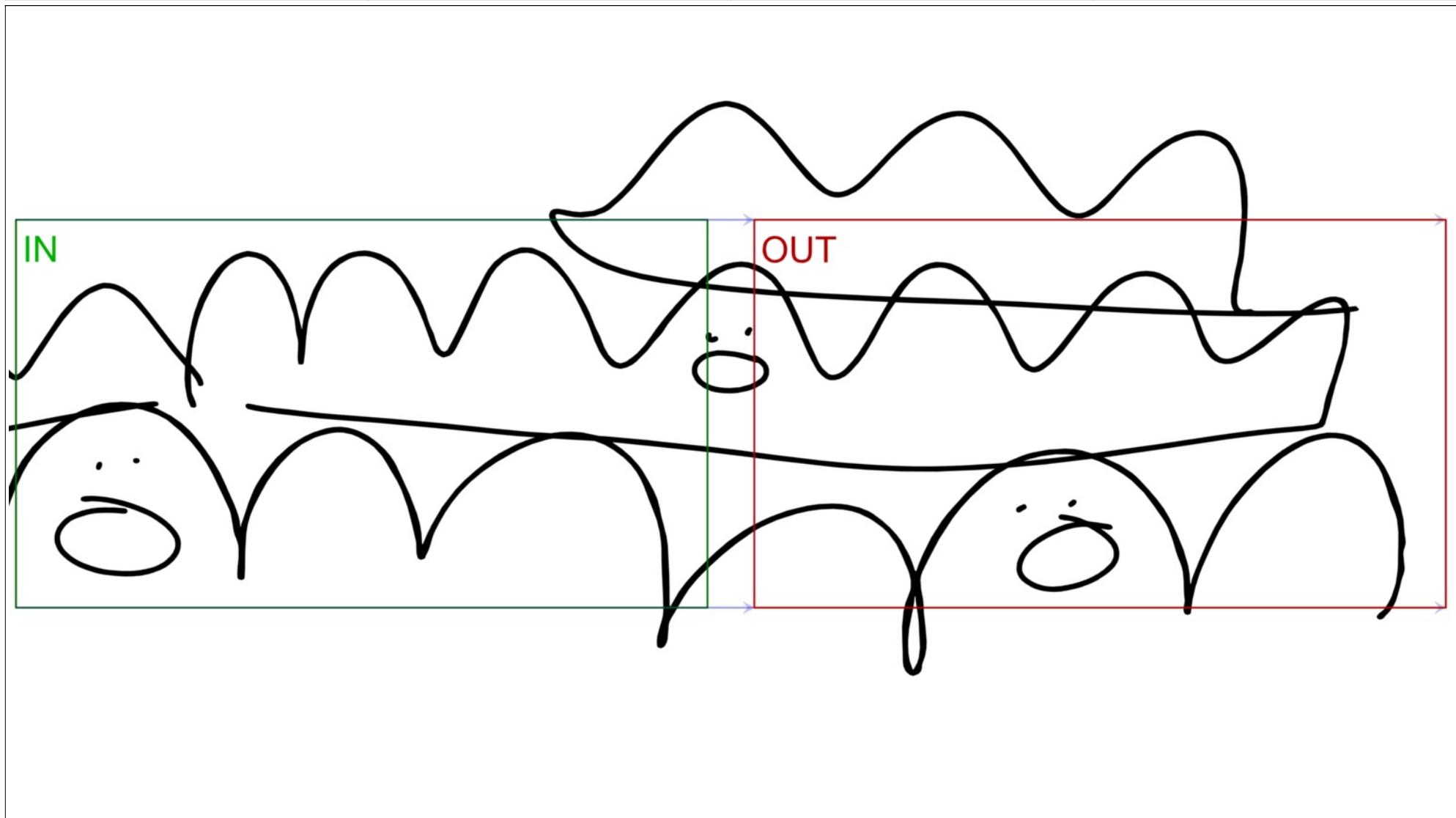
Dialog

H: as long as you were imagining yourselves inside it.

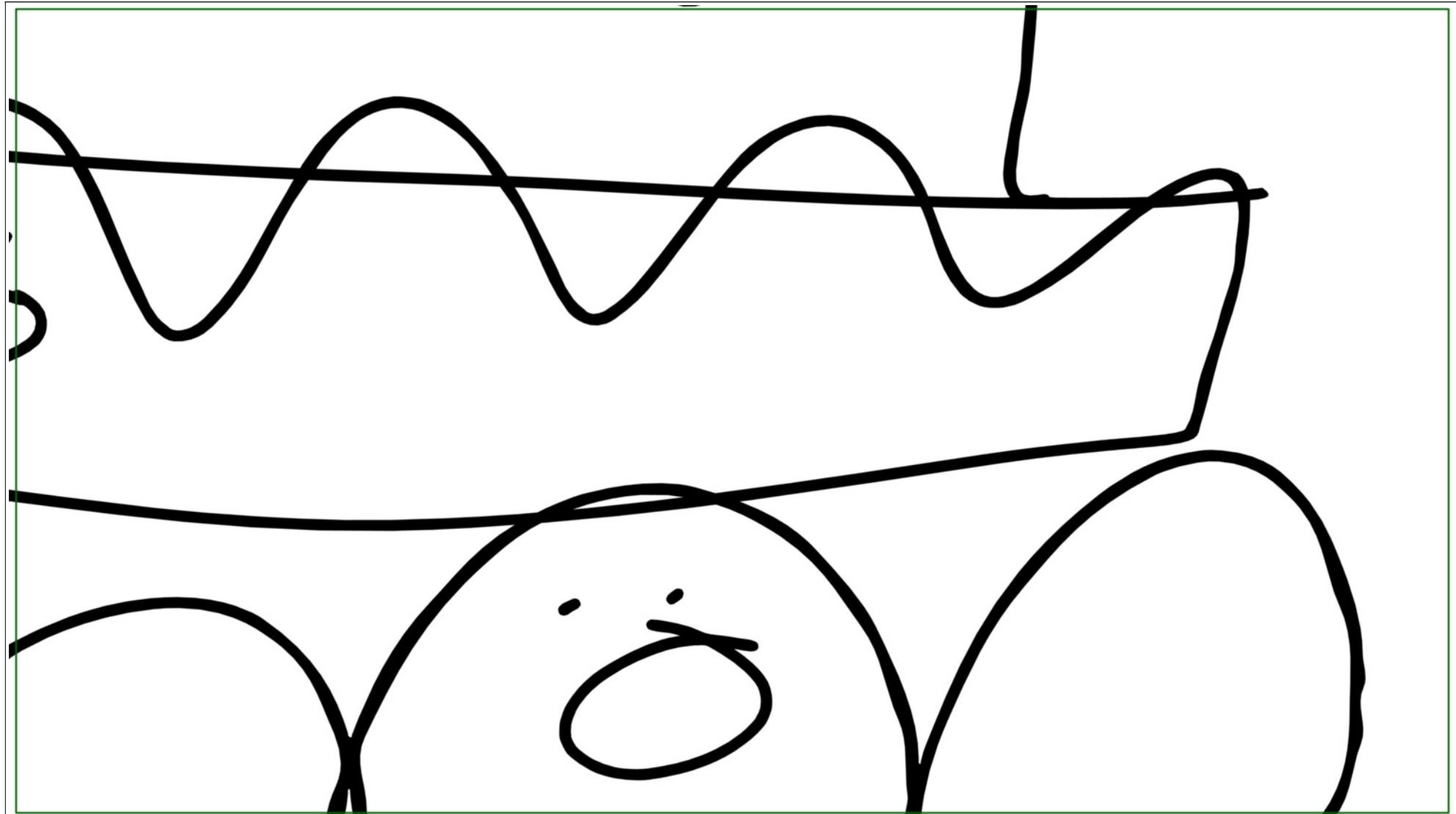
Scene	Duration	Panel	Duration
23_A	03:00	1	01:00



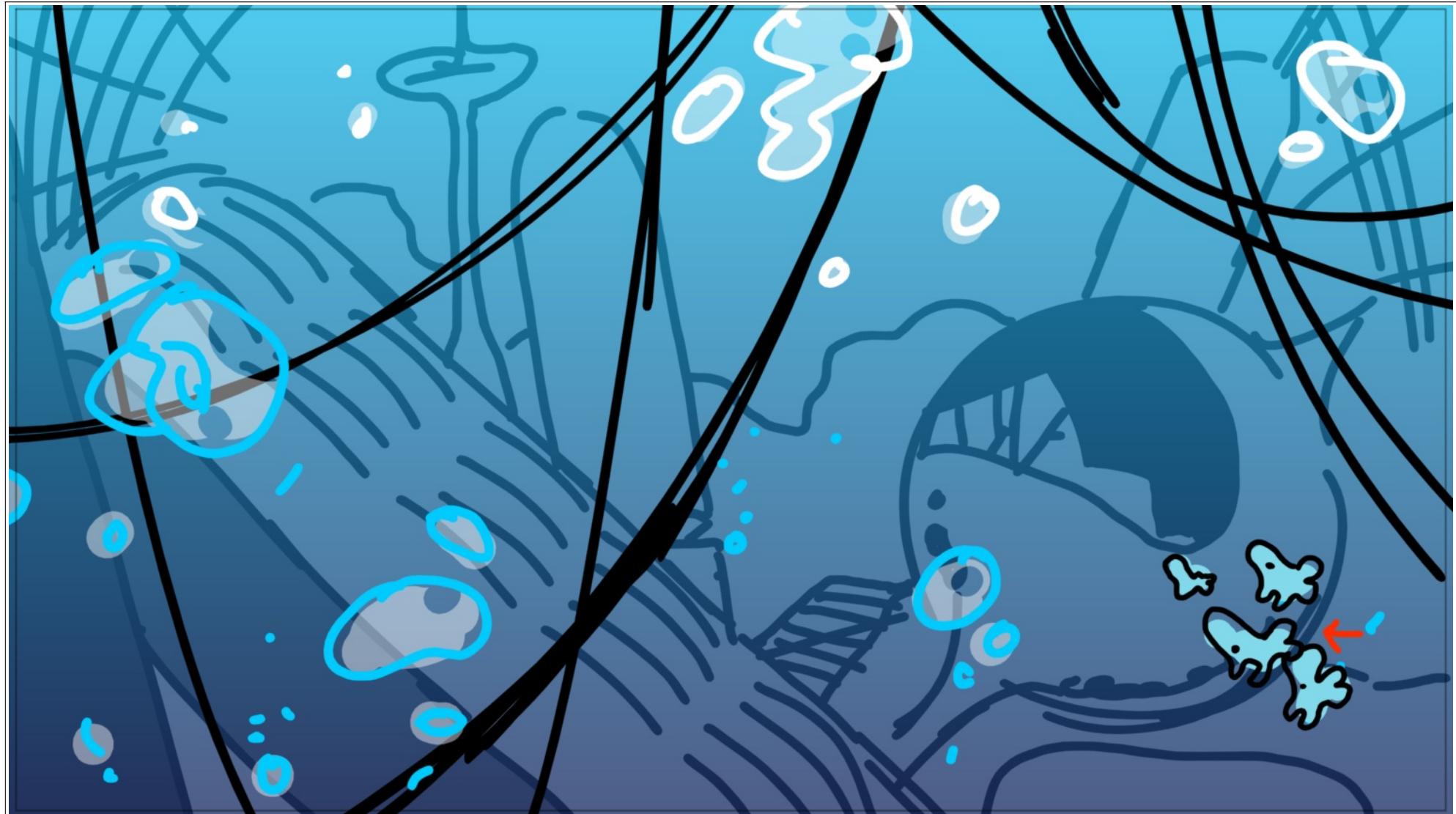
Scene	Duration	Panel	Duration
23_A	03:00	2	01:00



Scene	Duration	Panel	Duration
23_A	03:00	3	01:00



Scene	Duration	Panel	Duration
24	06:00	1	01:00



Dialog

Hugo: you willingly looked the other way as the Drift fell apart, because it was the east thing to do.

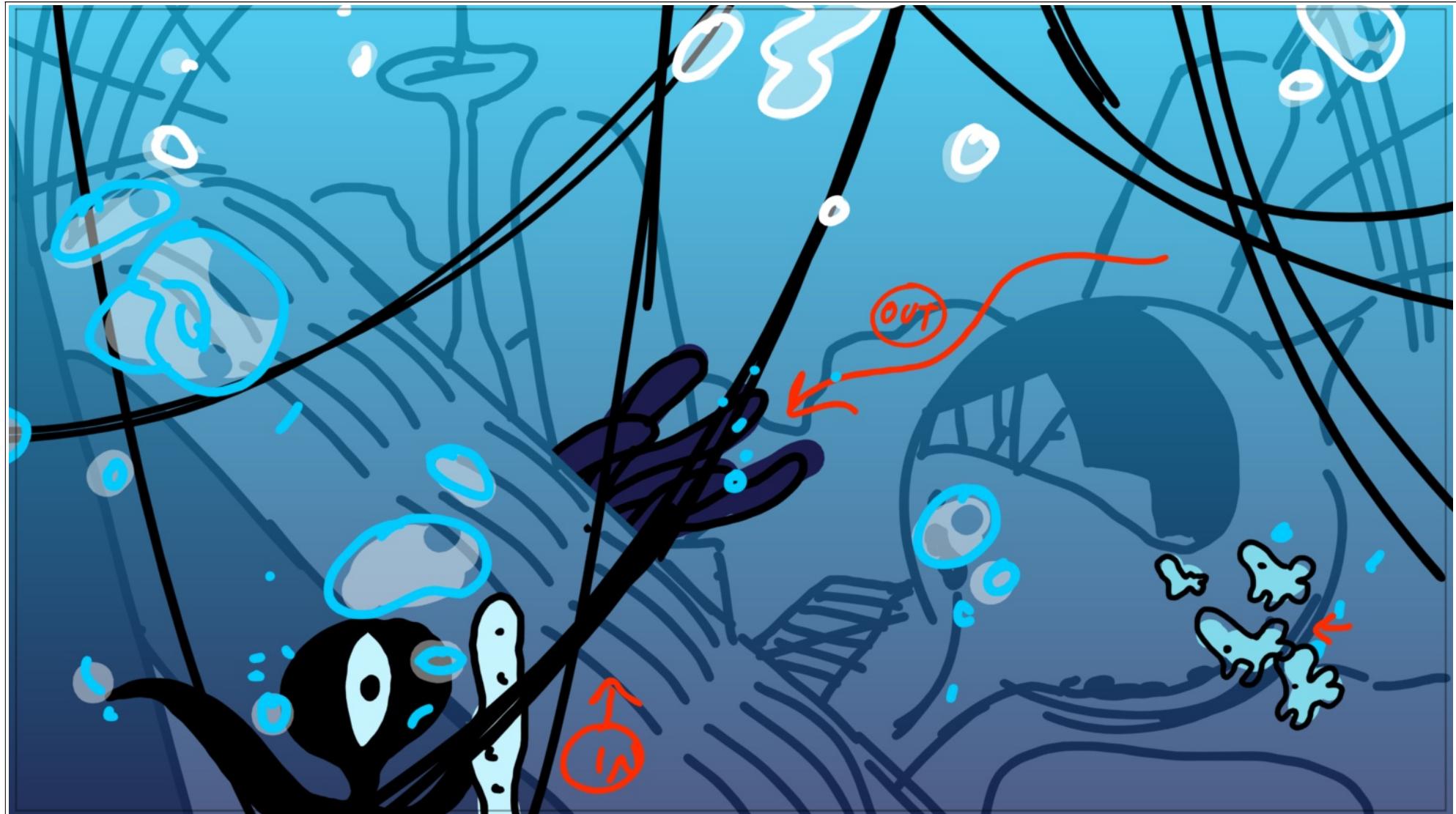
Scene	Duration	Panel	Duration
24	06:00	2	01:00



Dialog

Hugo: you willingly looked the other way as the Drift fell apart, because it was the east thing to do.

Scene	Duration	Panel	Duration
24	06:00	3	01:00



Dialog

Hugo: you willingly looked the other way as the Drift fell apart, because it was the east thing to do.

Scene	Duration	Panel	Duration
24	06:00	4	01:00



Dialog

Hugo: you willingly looked the other way as the Drift fell apart, because it was the east thing to do.

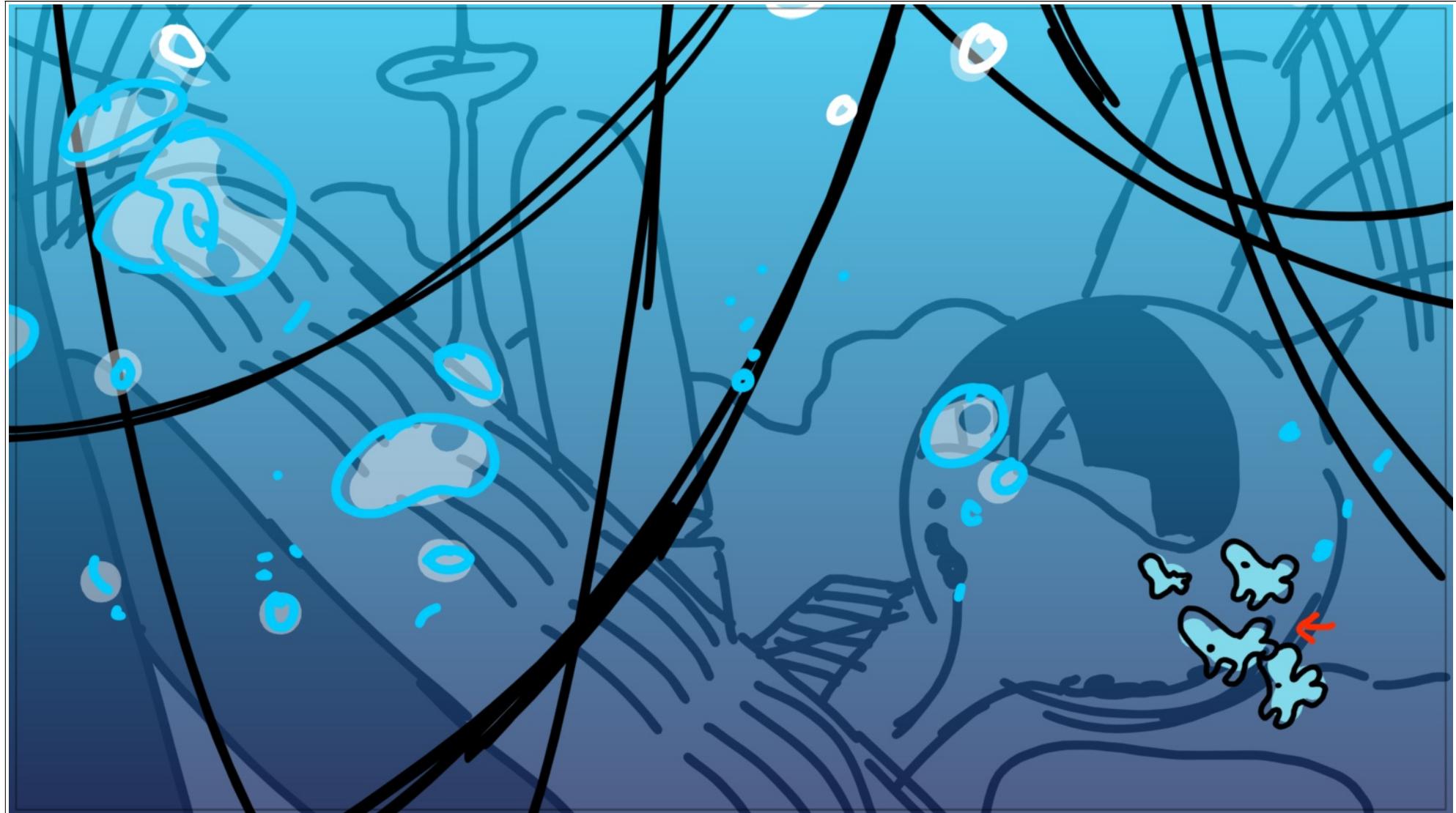
Scene	Duration	Panel	Duration
24	06:00	5	01:00



Dialog

Hugo: you willingly looked the other way as the Drift fell apart, because it was the east thing to do.

Scene	Duration	Panel	Duration
24	06:00	6	01:00



Dialog

Hugo: you willingly looked the other way as the Drift fell apart, because it was the east thing to do.

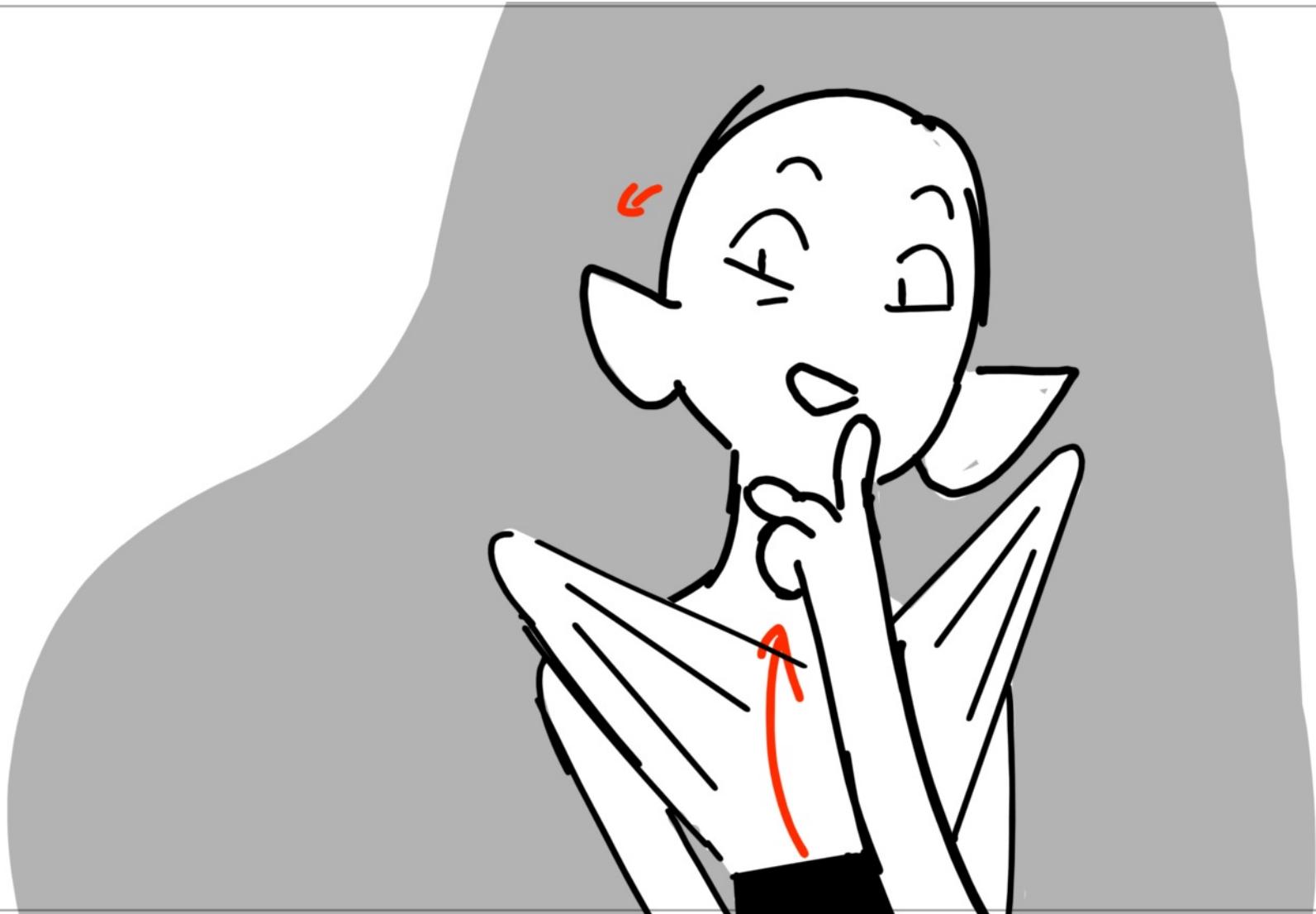
Scene	Duration	Panel	Duration
25	03:00	1	01:00



Dialog

Hugo: meanwhile--

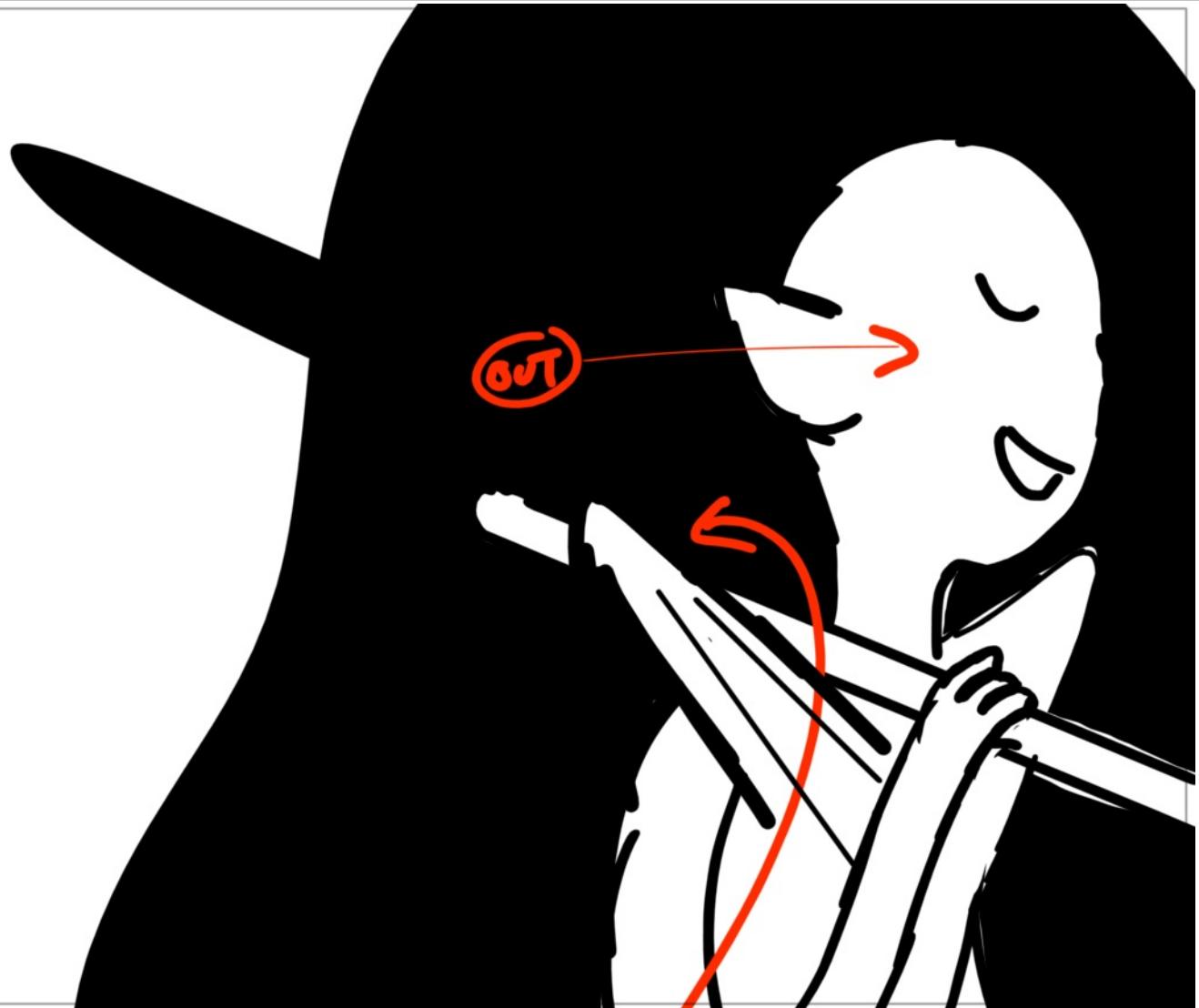
Scene	Duration	Panel	Duration
25	03:00	2	01:00



Dialog

Hugo: *I* was making the hard decisions.

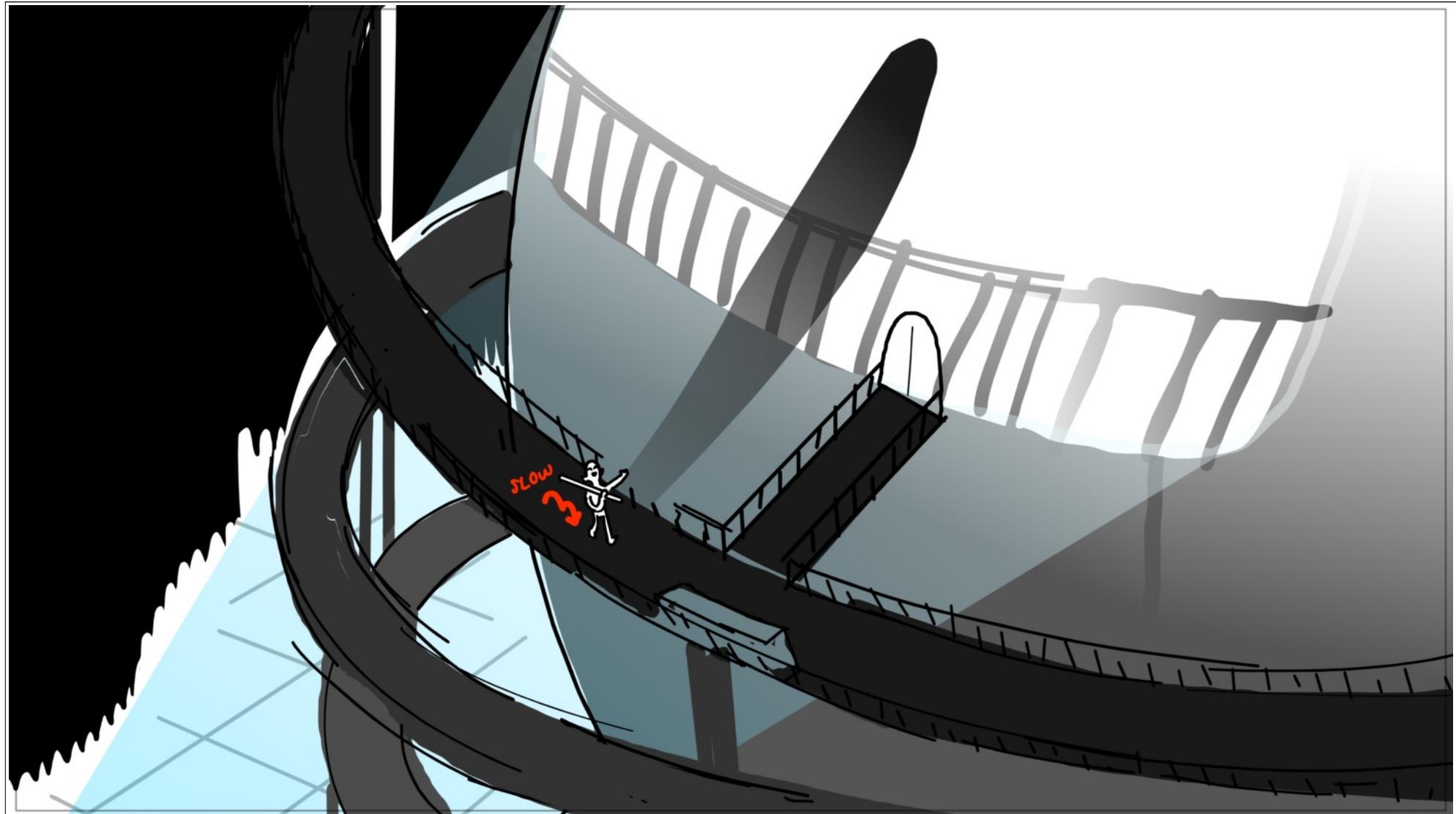
Scene	Duration	Panel	Duration
25	03:00	3	01:00



Dialog

Hugo: *I* was making the hard decisions.

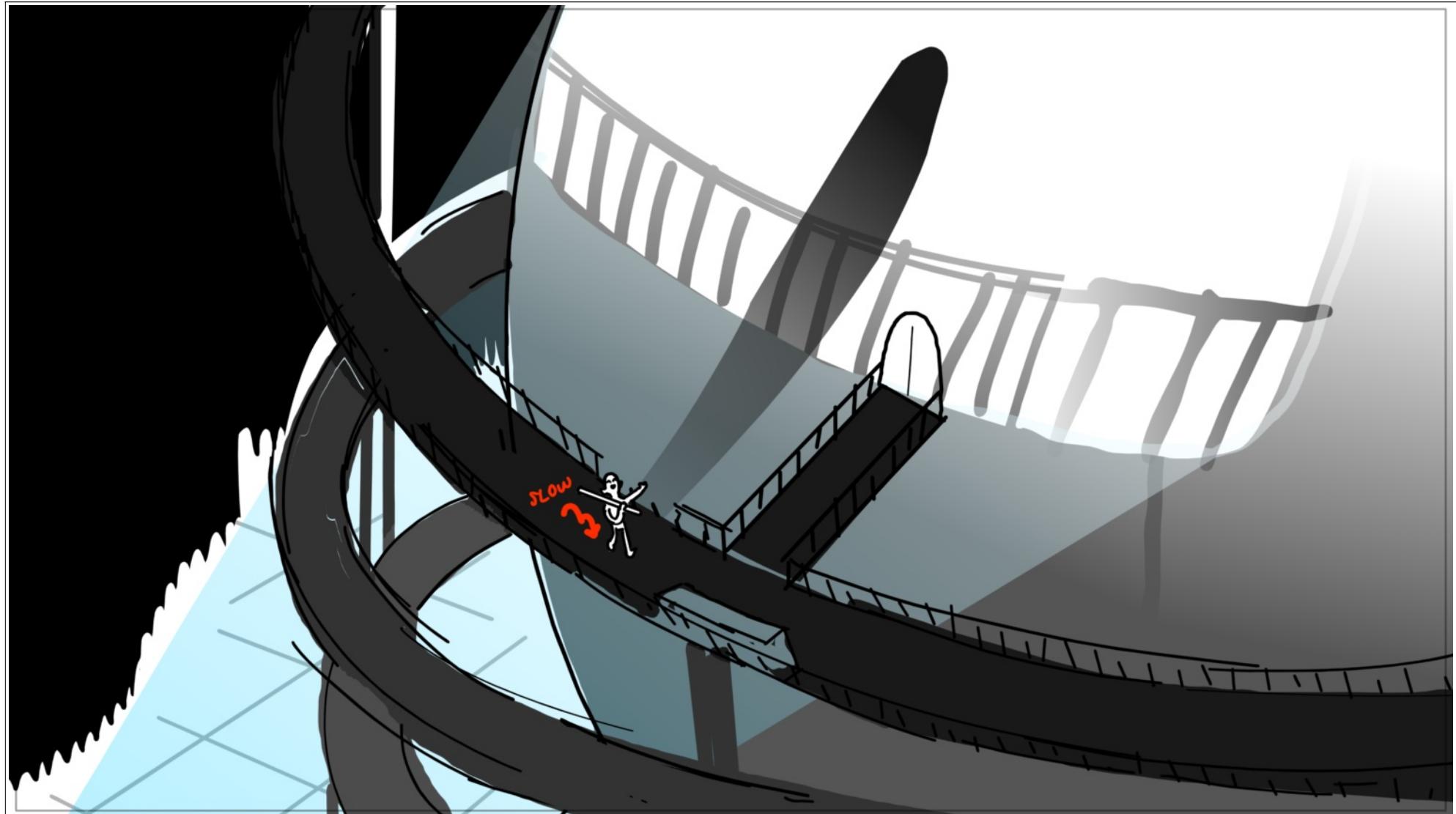
Scene	Duration	Panel	Duration
27	03:00	1	01:00



Dialog

Hugo: but if anyone was offended by my actions--

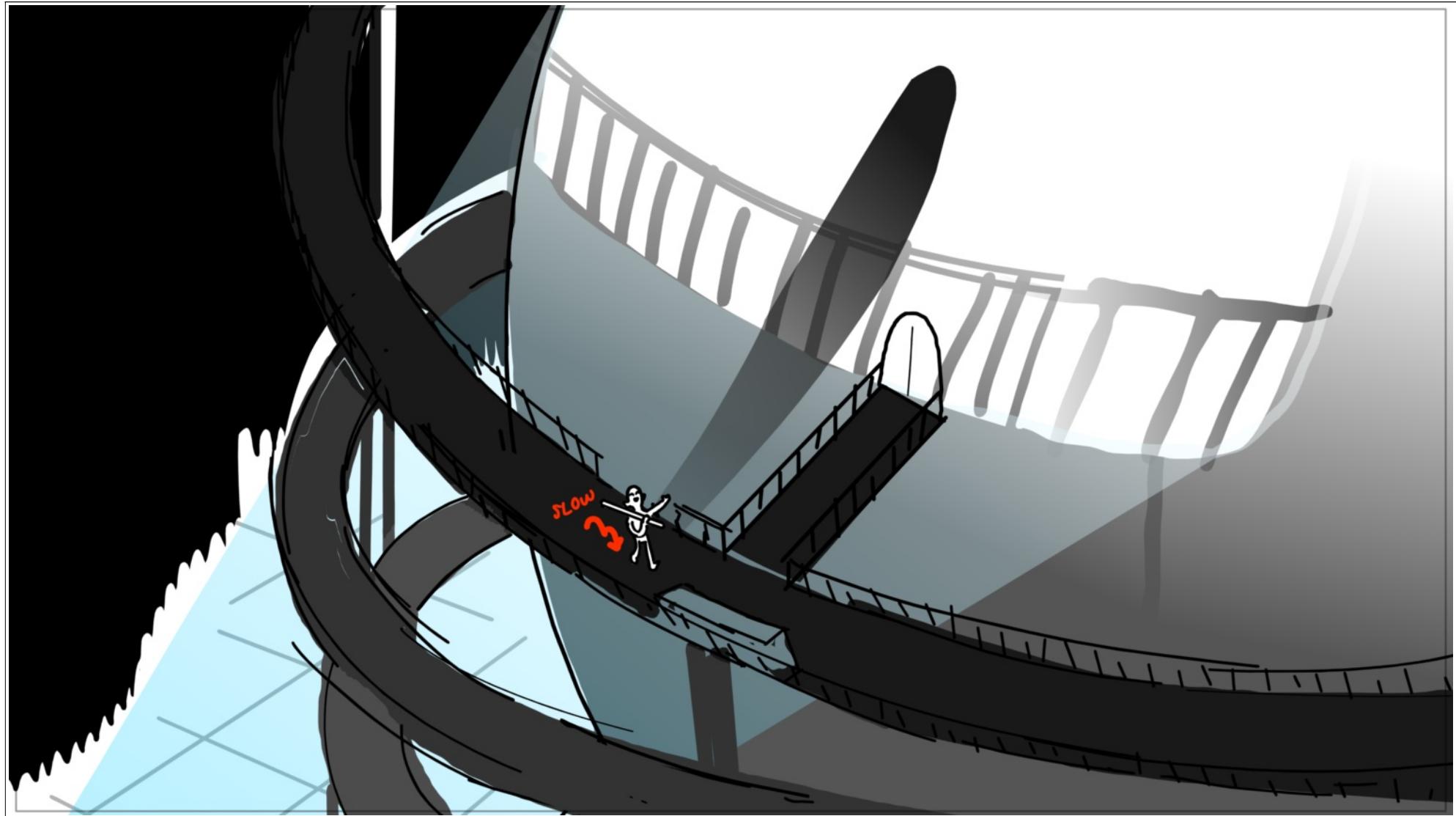
Scene	Duration	Panel	Duration
27	03:00	2	01:00



Dialog

Hugo: but if anyone was offended by my actions--

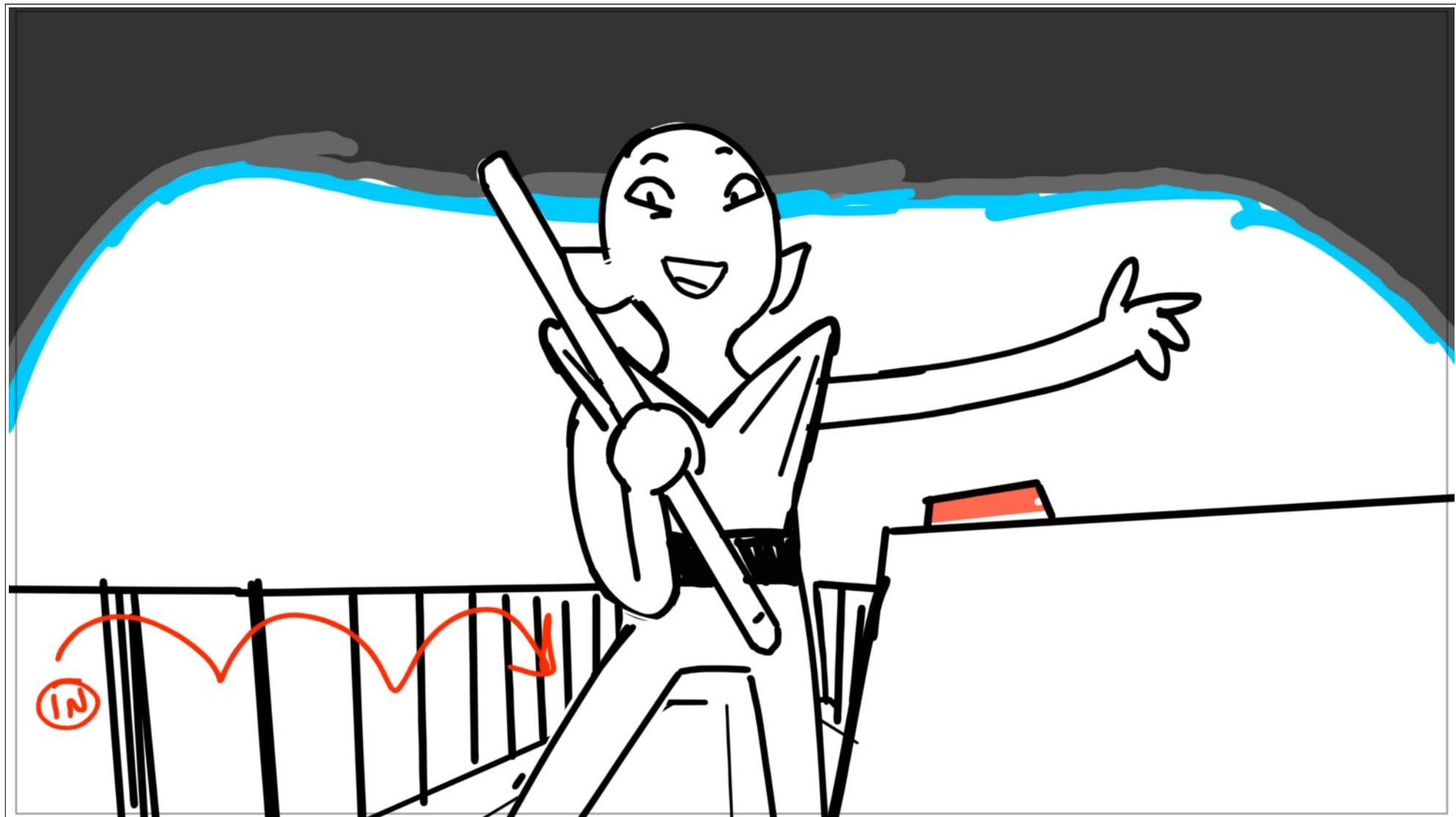
Scene	Duration	Panel	Duration
27	03:00	3	01:00



Dialog

Hugo: but if anyone was offended by my actions--

Scene	Duration	Panel	Duration
28	07:00	1	01:00



Dialog

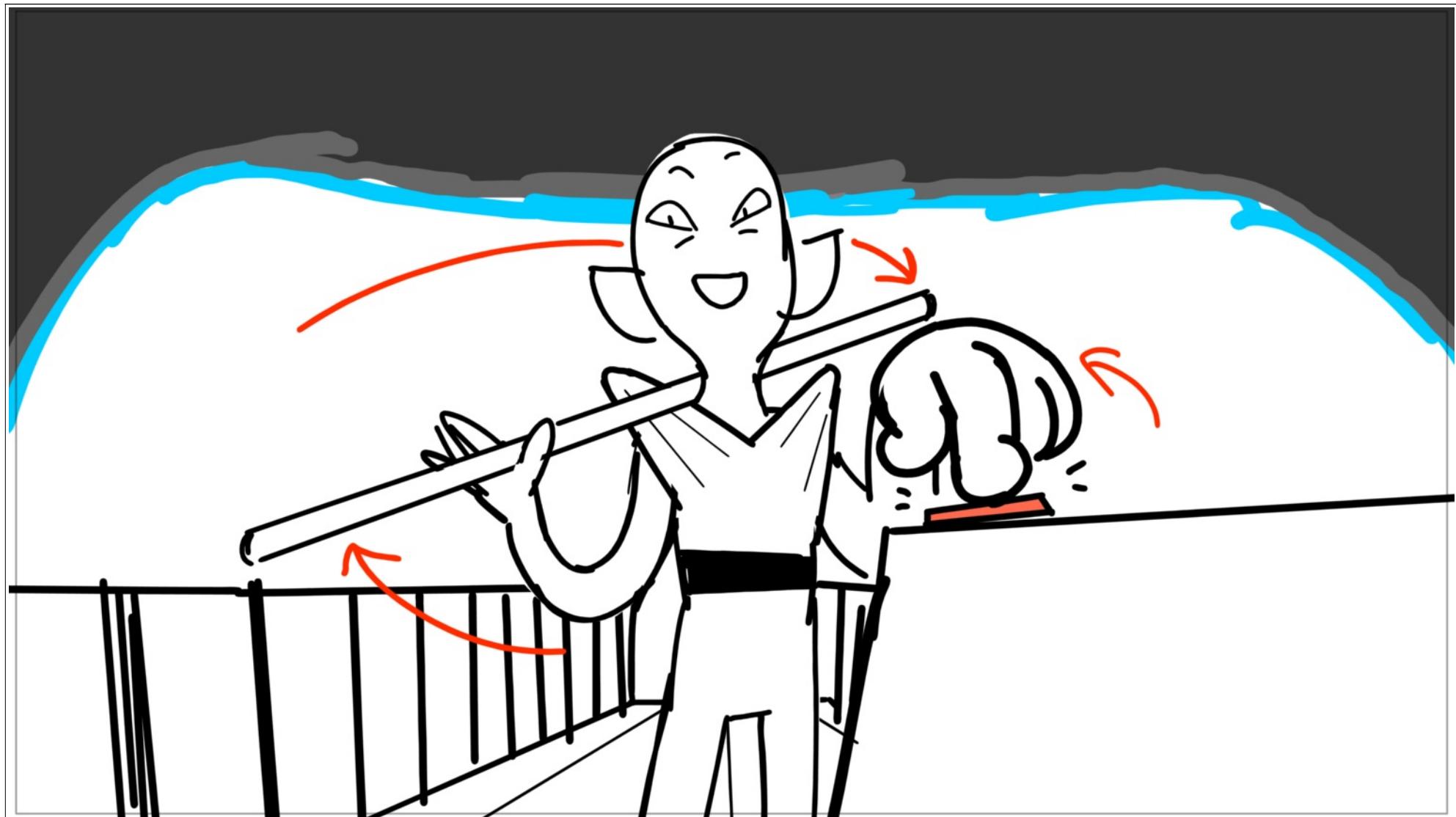
Hugo: i'm truly regretful.

Scene	Duration	Panel	Duration
28	07:00	2	01:00



Action Notes
satisfied pause

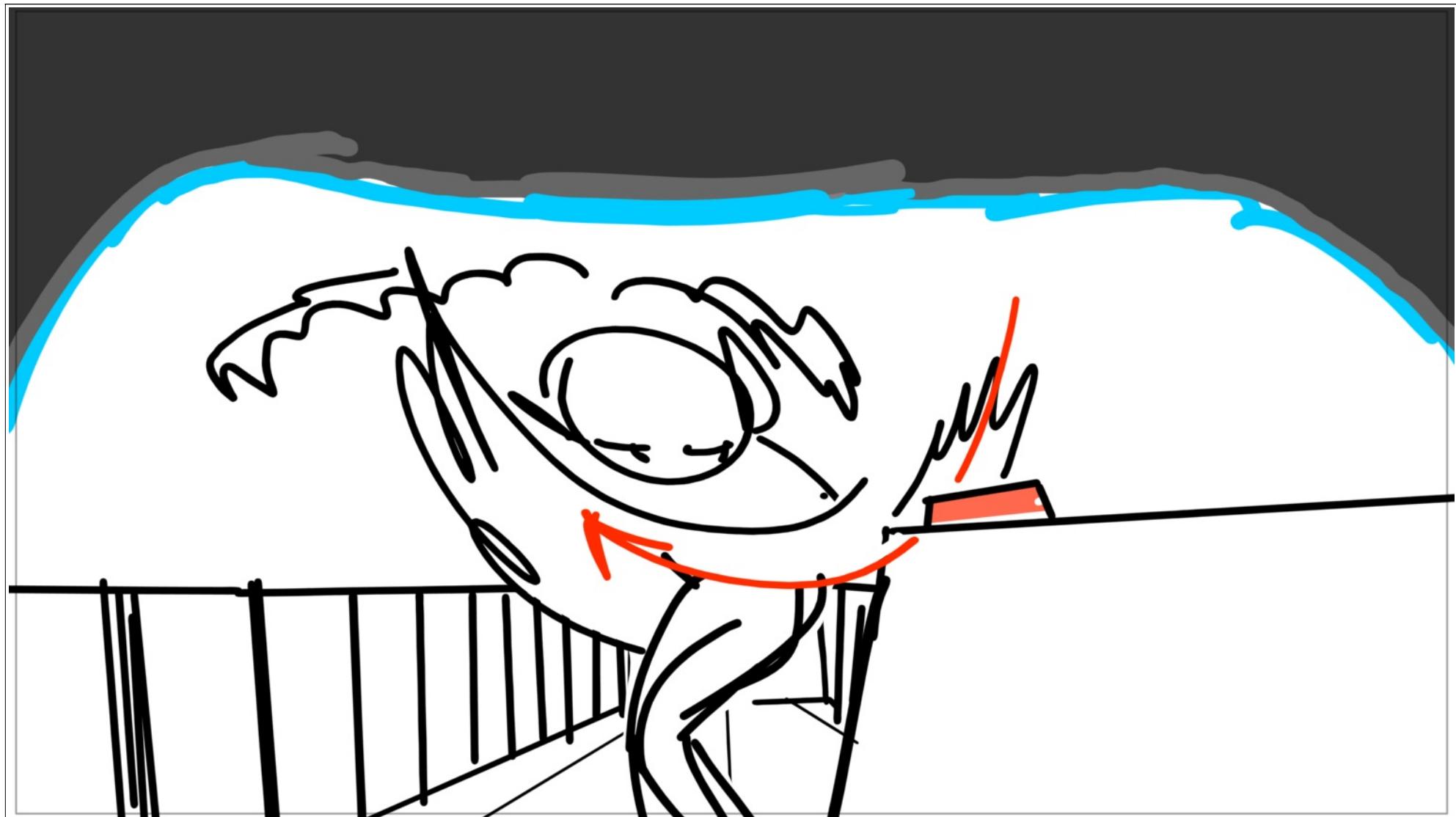
Scene	Duration	Panel	Duration
28	07:00	3	01:00



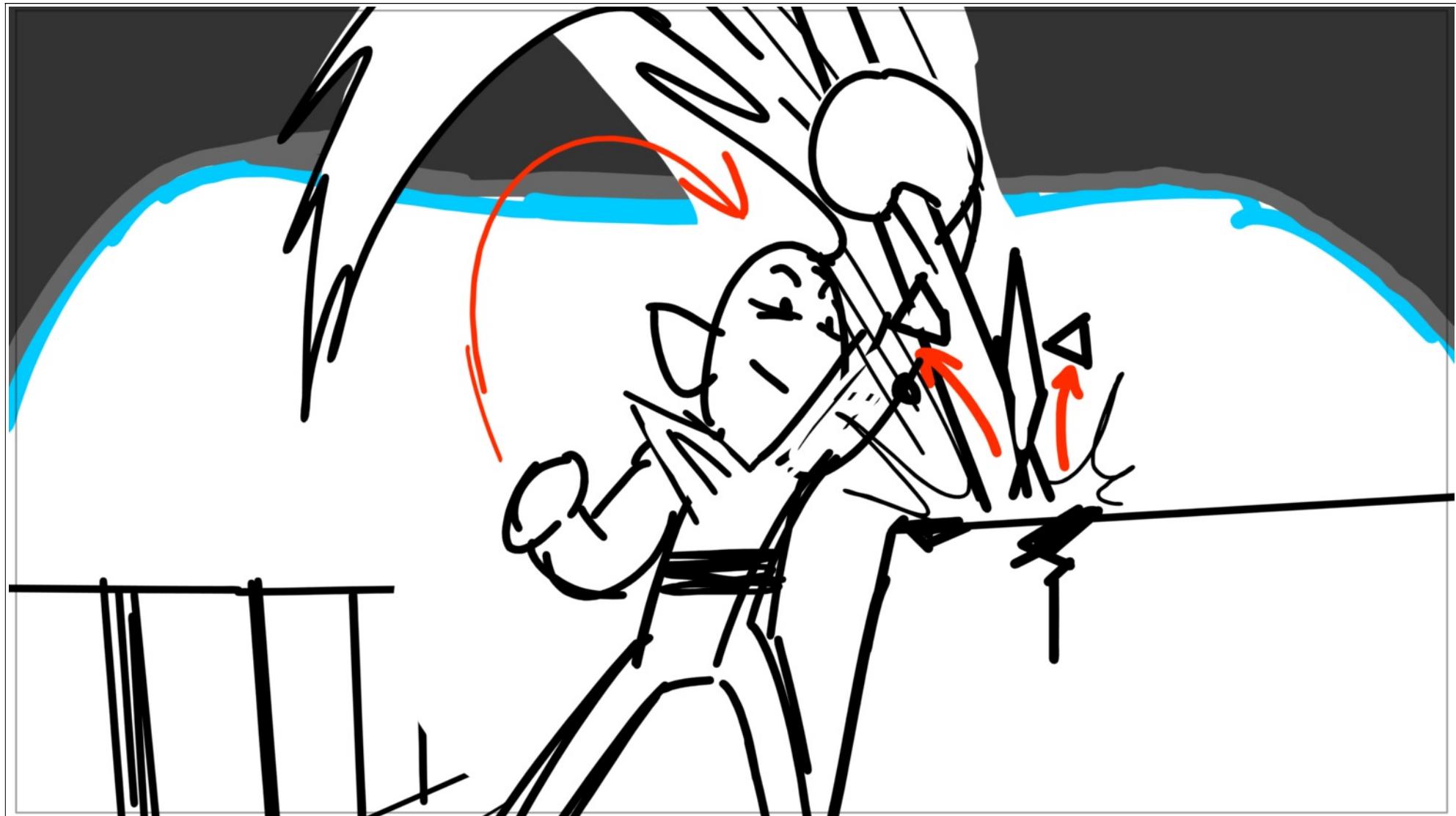
Dialog

Hugo: Well, bye!

Scene	Duration	Panel	Duration
28	07:00	4	01:00



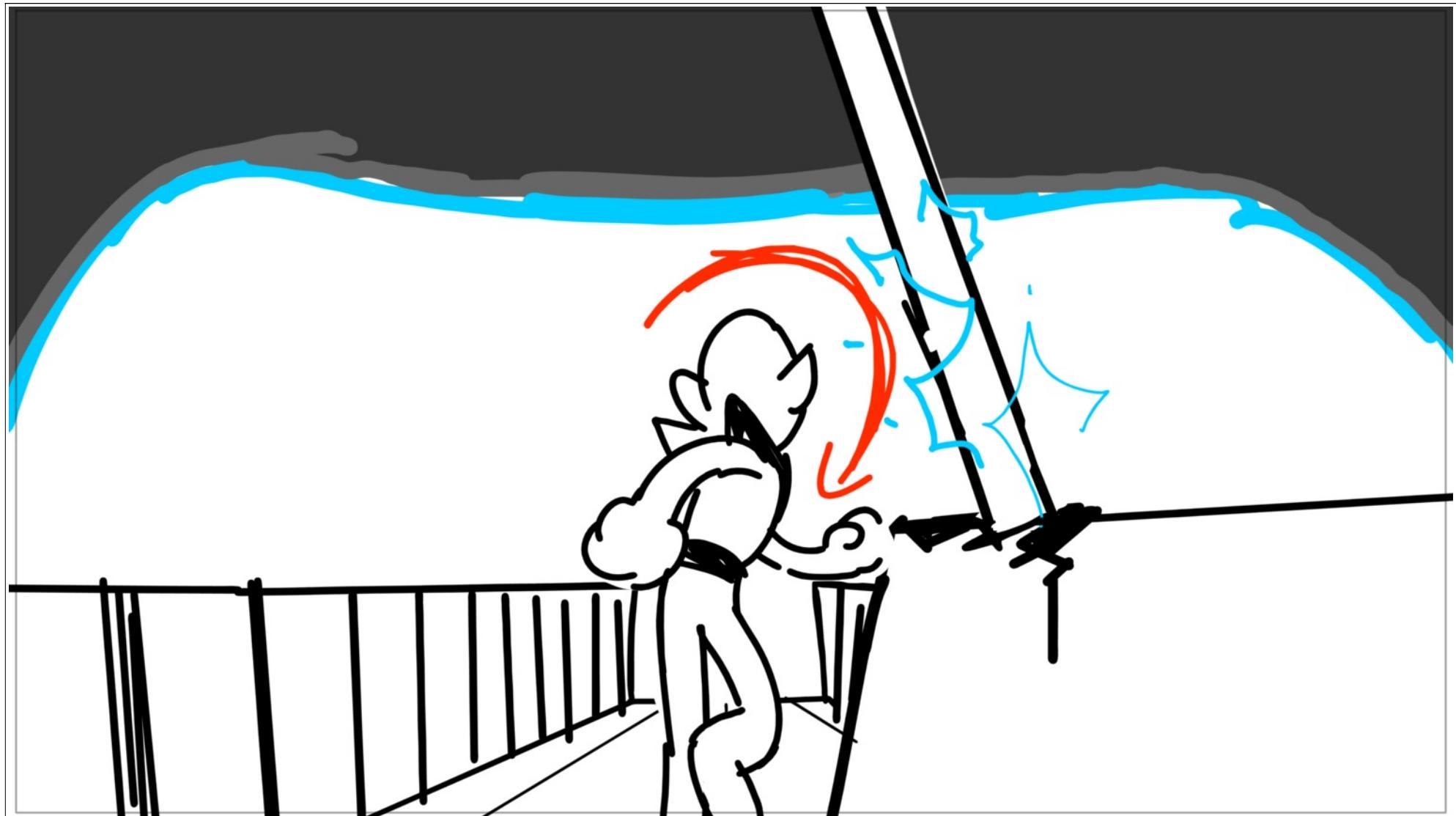
Scene	Duration	Panel	Duration
28	07:00	5	01:00



Dialog

sfx: [CRUNCH]

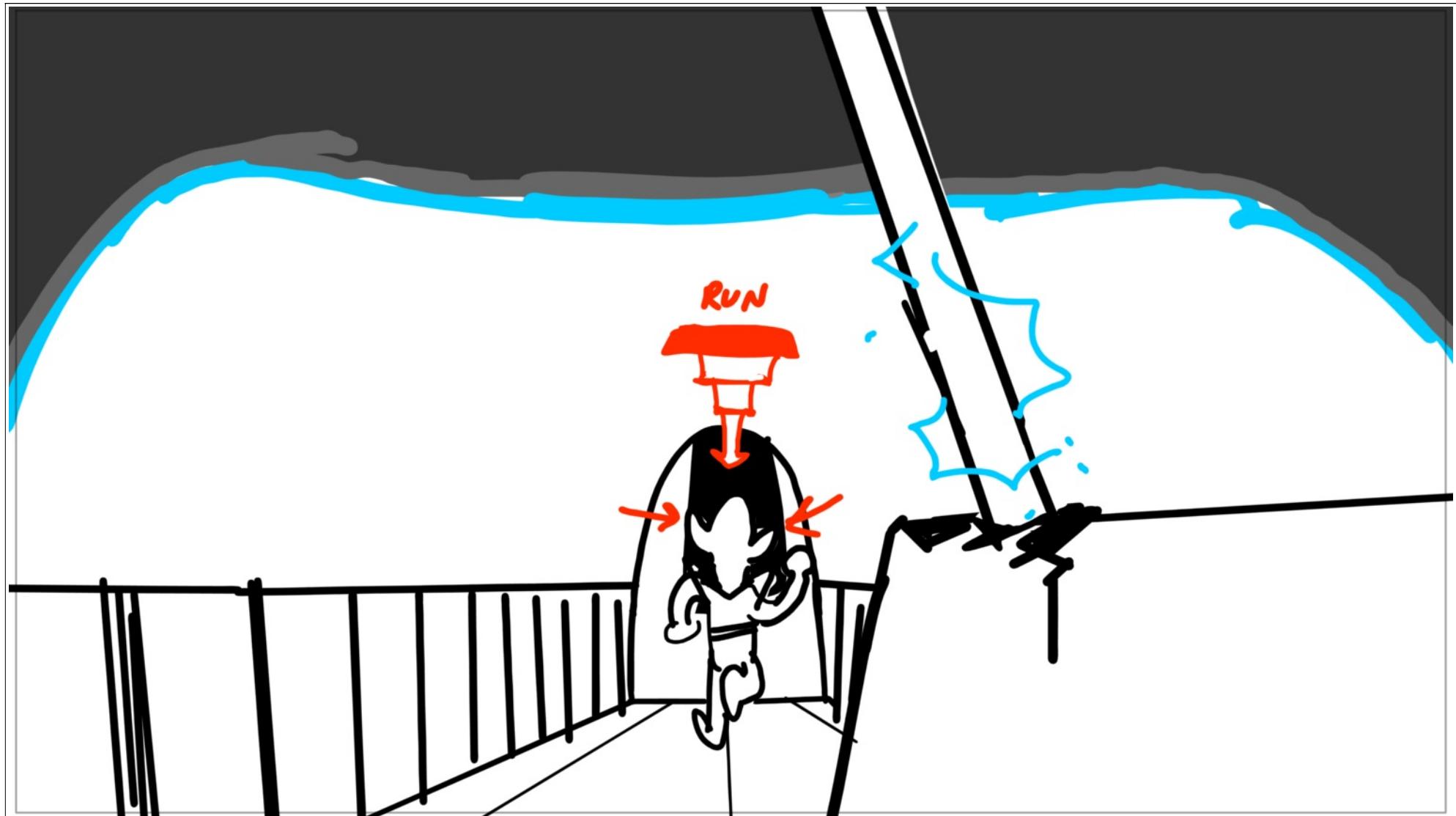
Scene	Duration	Panel	Duration
28	07:00	6	01:00



Dialog

sfx: [bzzt bzzt]

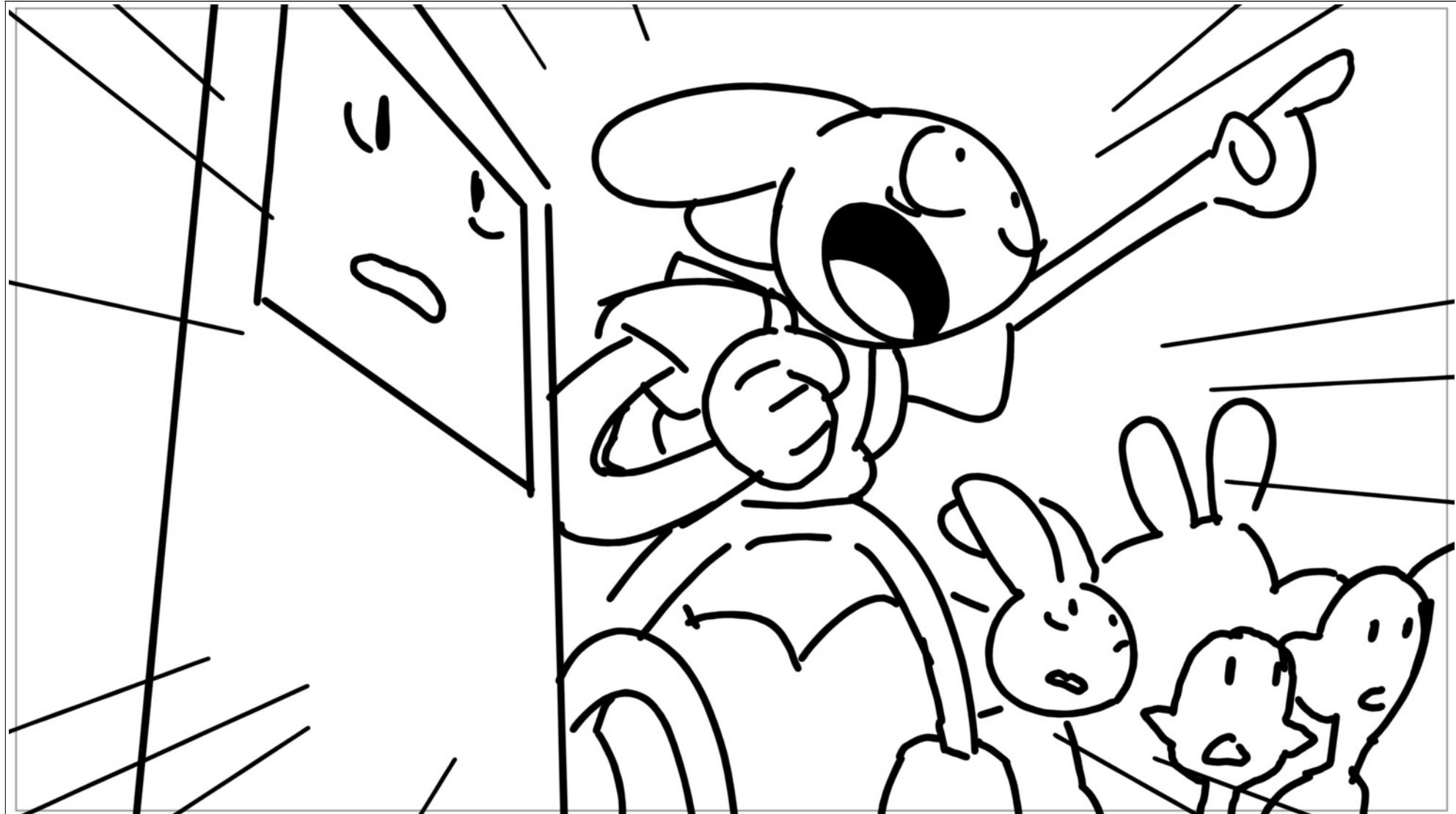
Scene	Duration	Panel	Duration
28	07:00	7	01:00



Dialog

sfx: [bzzt bzzt]

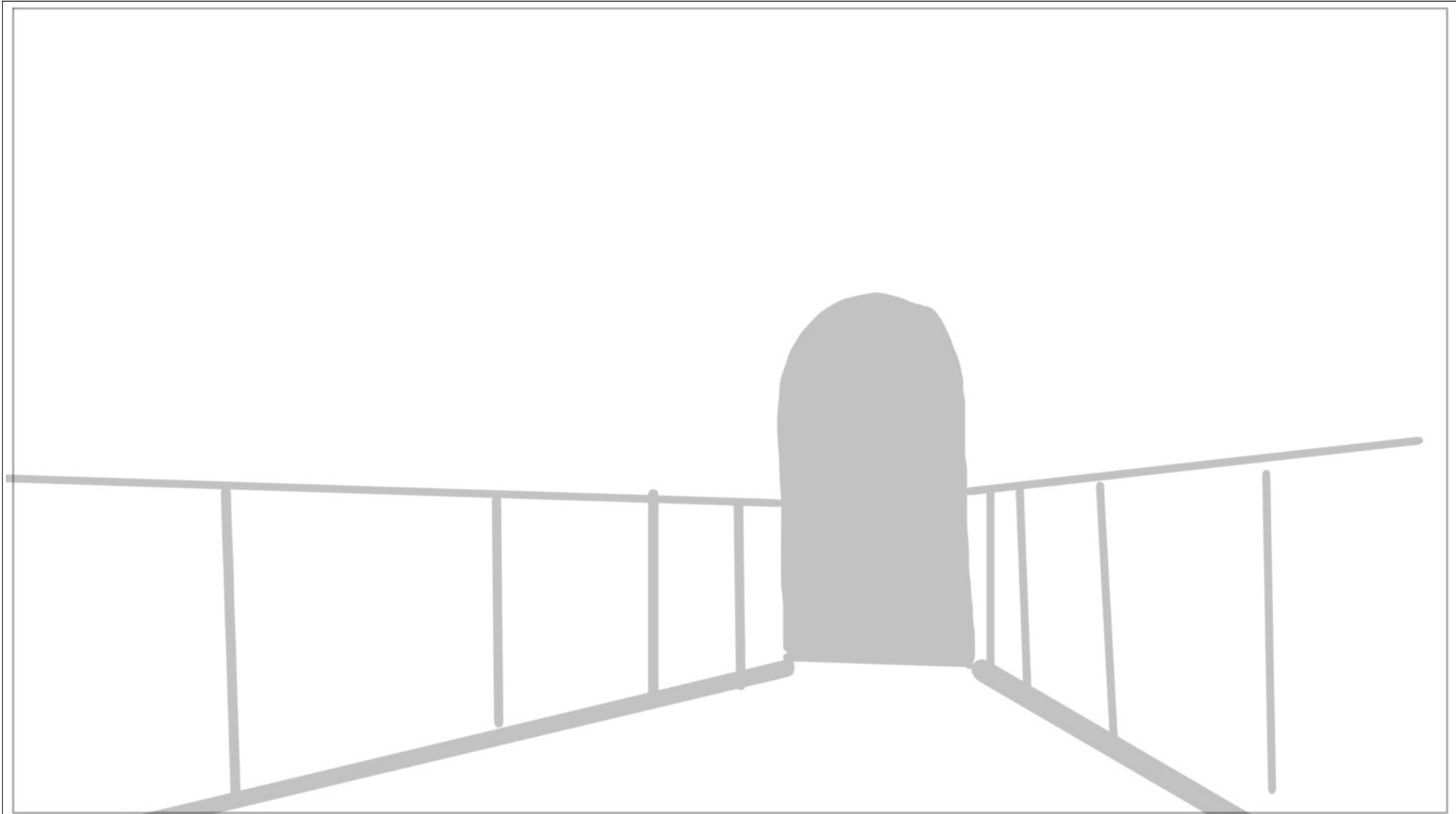
Scene	Duration	Panel	Duration
29	01:00	1	01:00



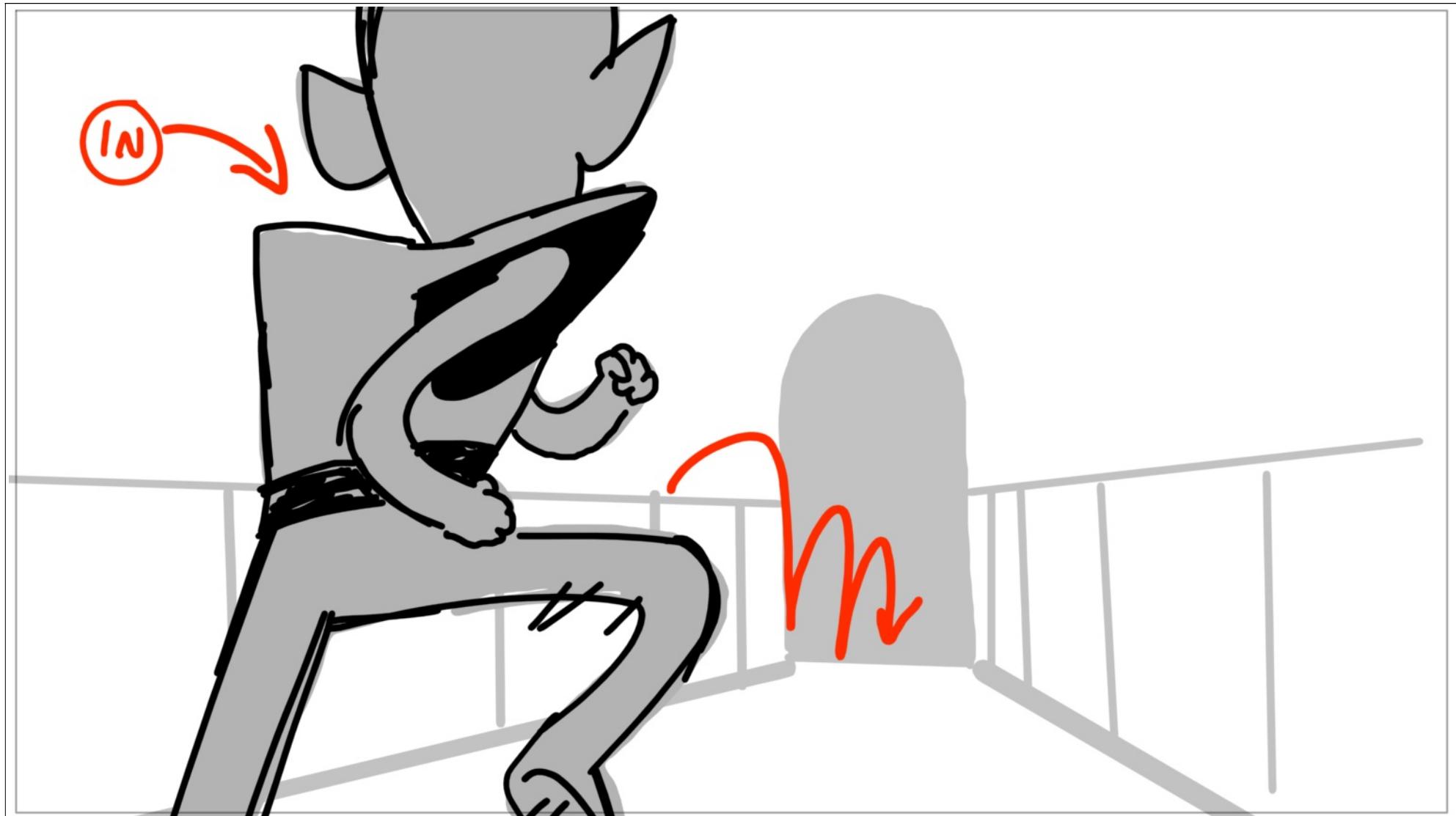
Dialog

Y5: HE'S GETTING AWAY!!

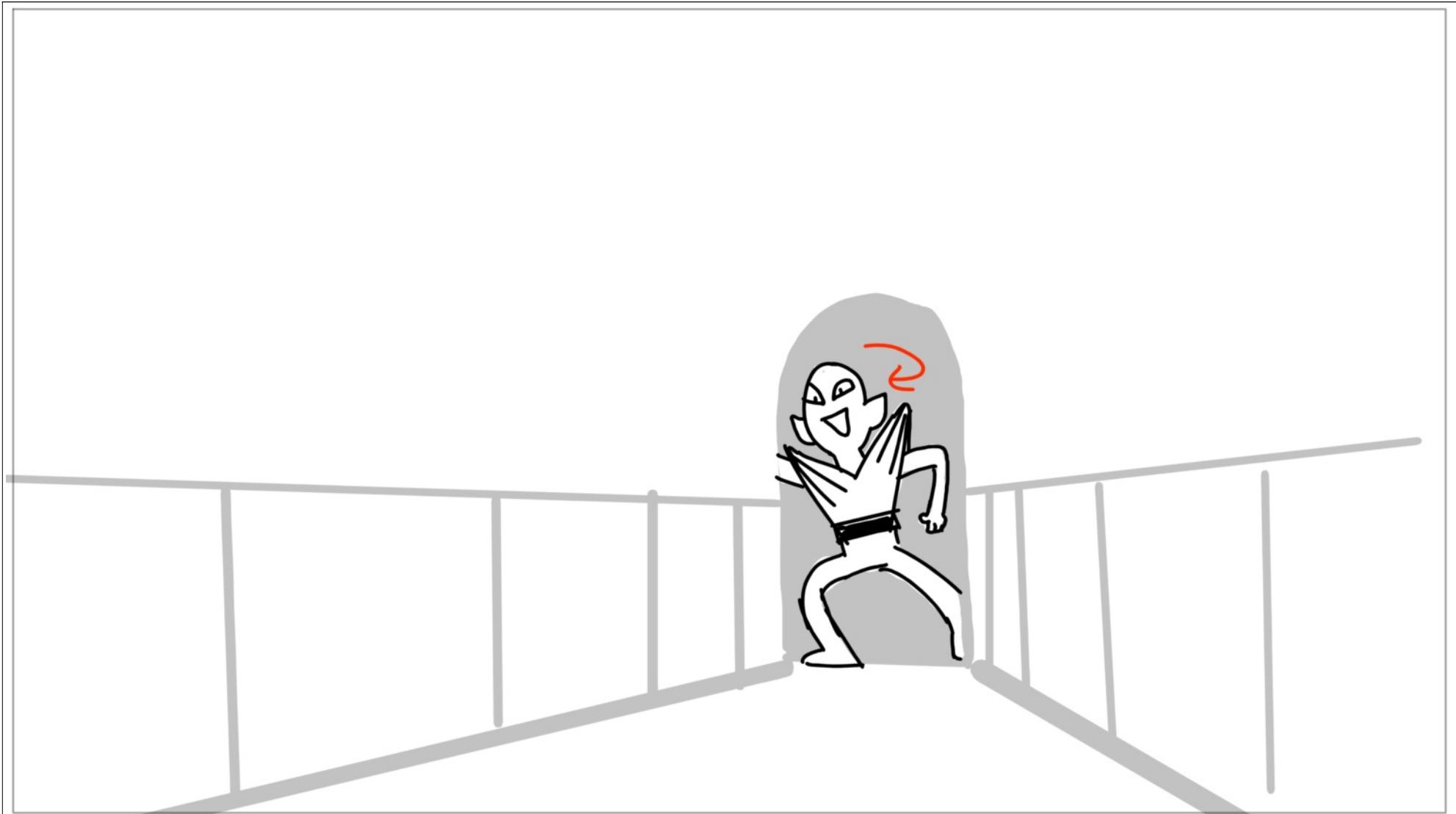
Scene	Duration	Panel	Duration
30	07:00	1	01:00



Scene	Duration	Panel	Duration
30	07:00	2	01:00

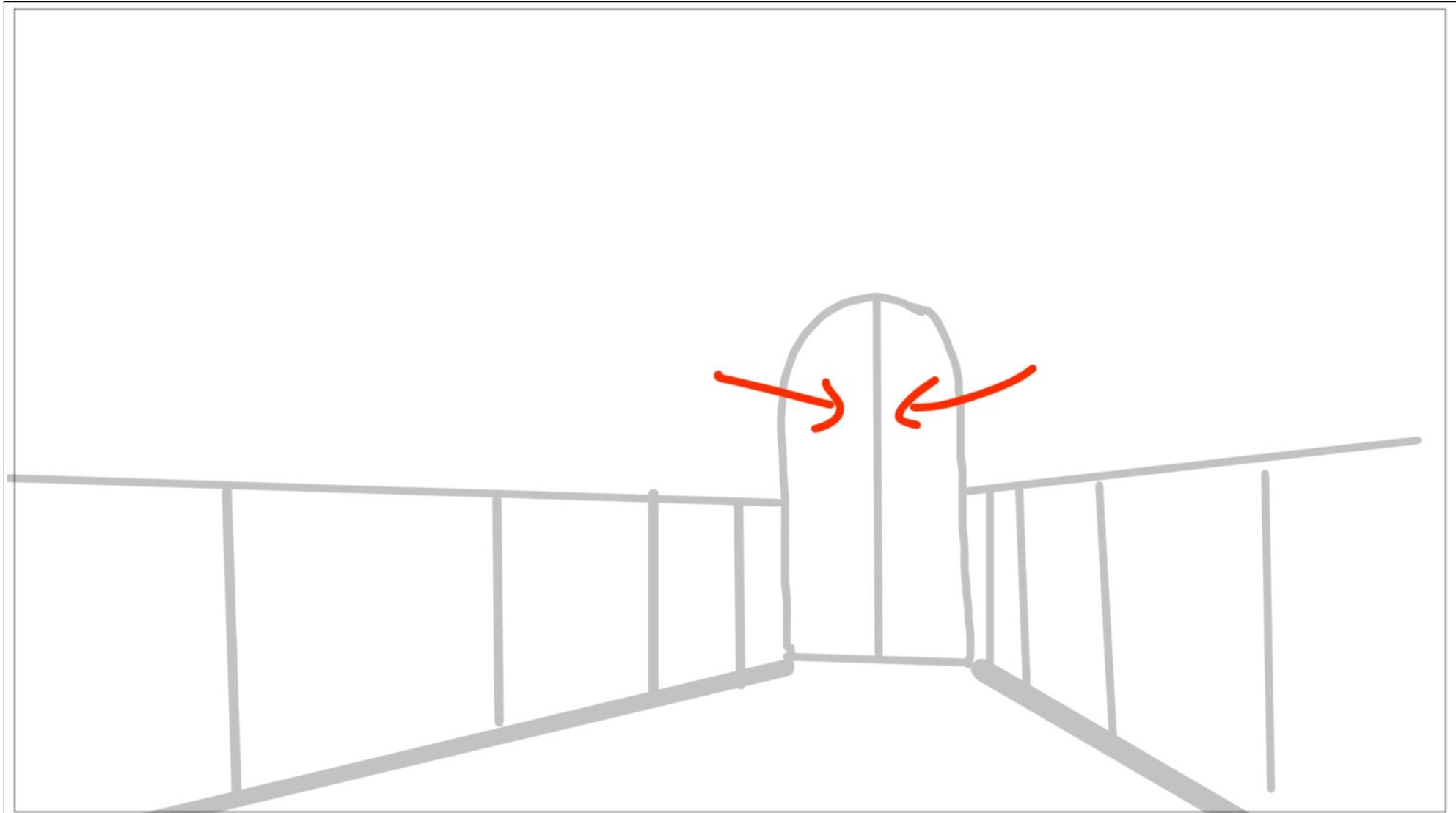


Scene	Duration	Panel	Duration
30	07:00	3	01:00

**Action Notes**

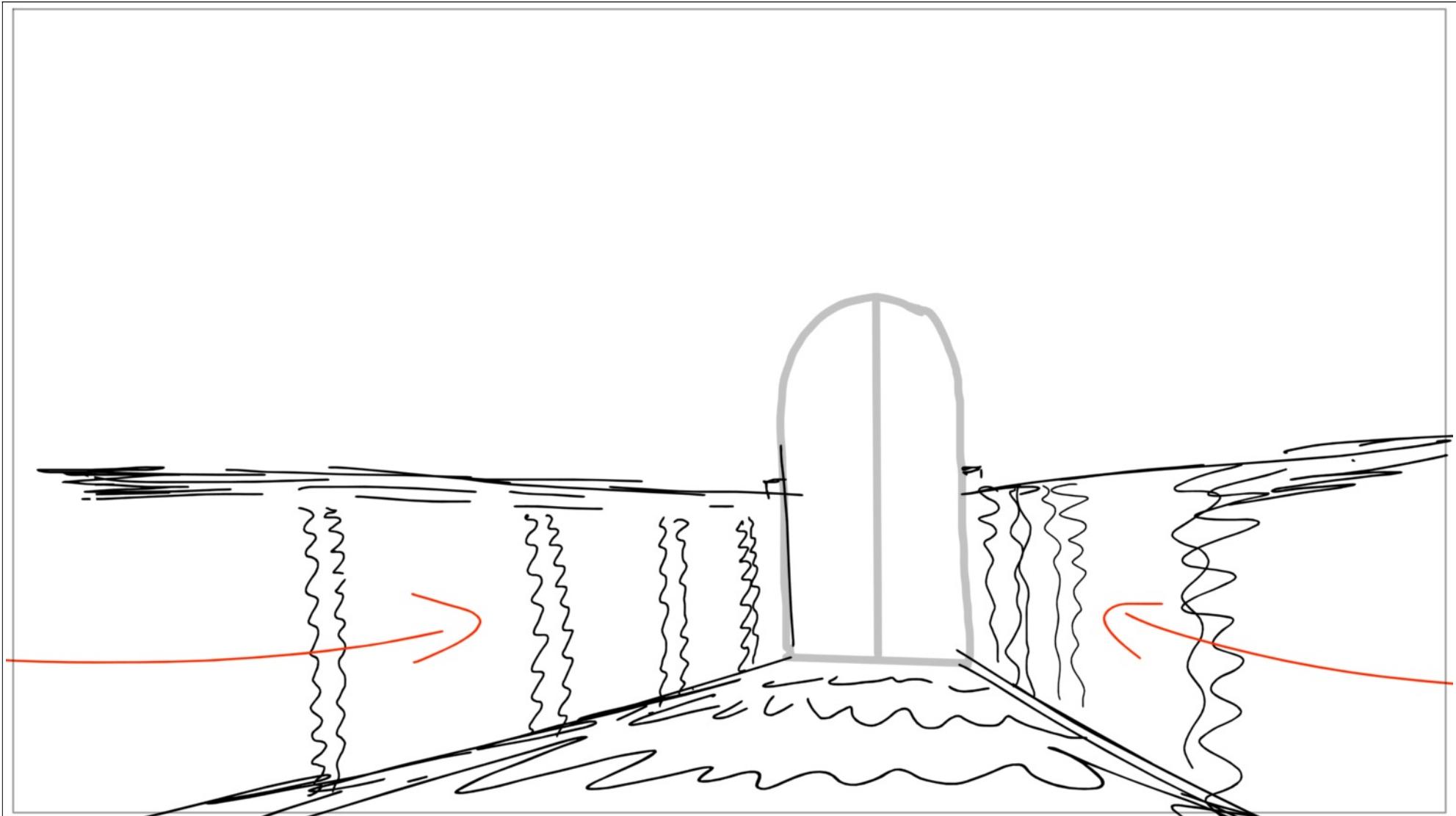
Hugo pushes button on inside of pod

Scene	Duration	Panel	Duration
30	07:00	4	01:00



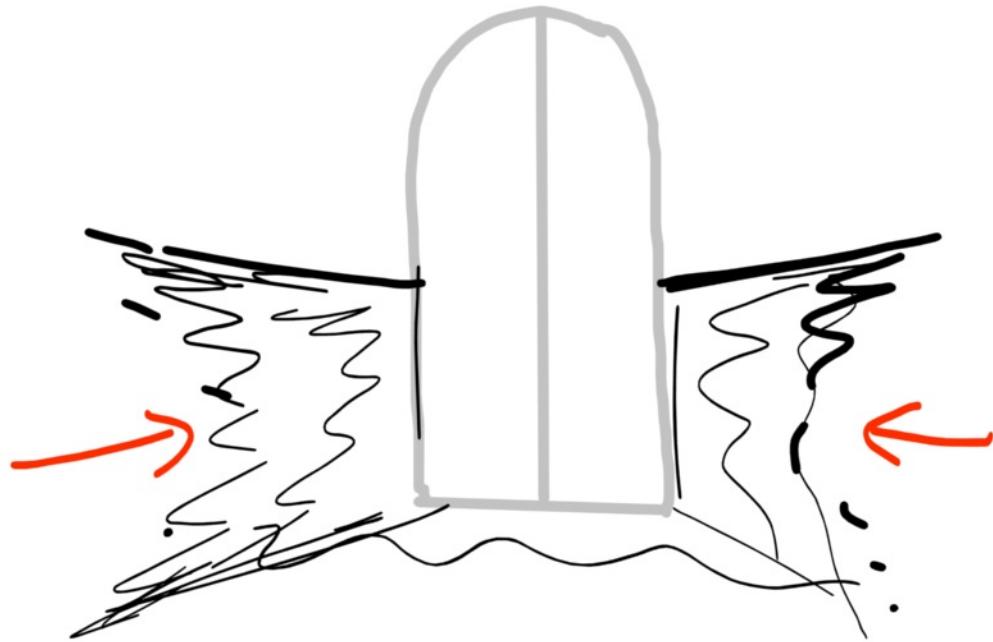
Action Notes
pod doors close

Scene	Duration	Panel	Duration
30	07:00	5	01:00



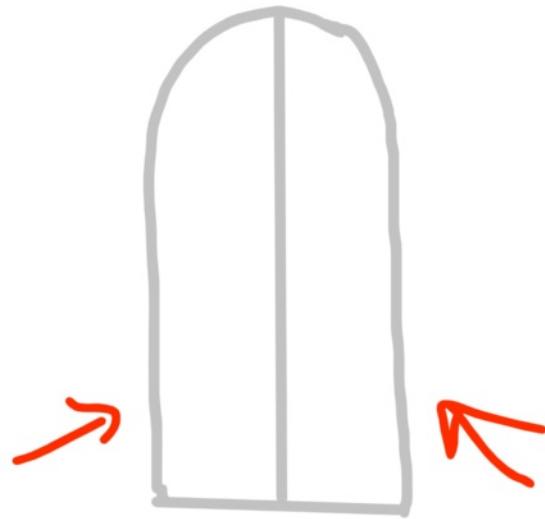
Action Notes
pod doors close

Scene	Duration	Panel	Duration
30	07:00	6	01:00



Action Notes
pod doors close

Scene	Duration	Panel	Duration
30	07:00	7	01:00

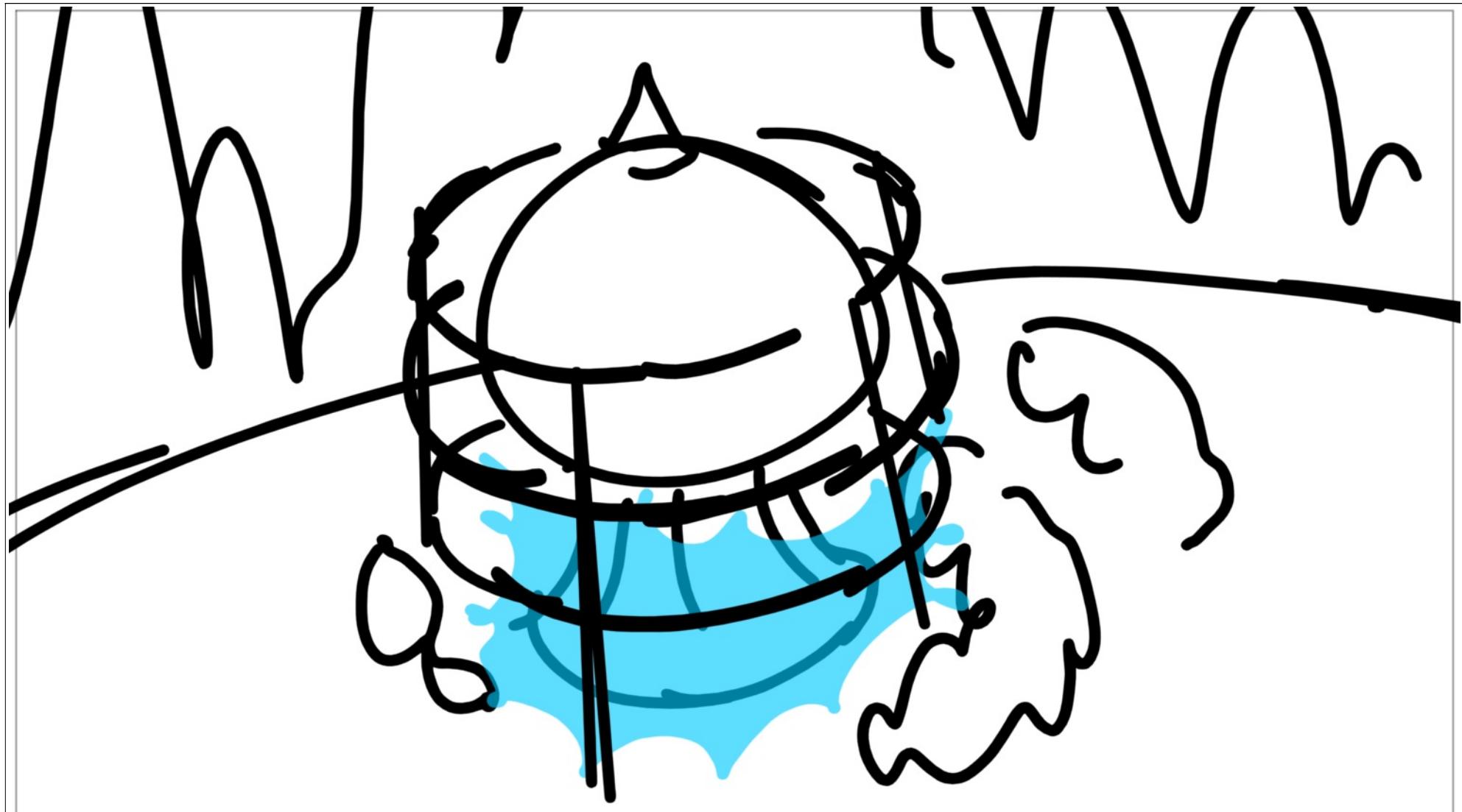


Action Notes
pod doors close

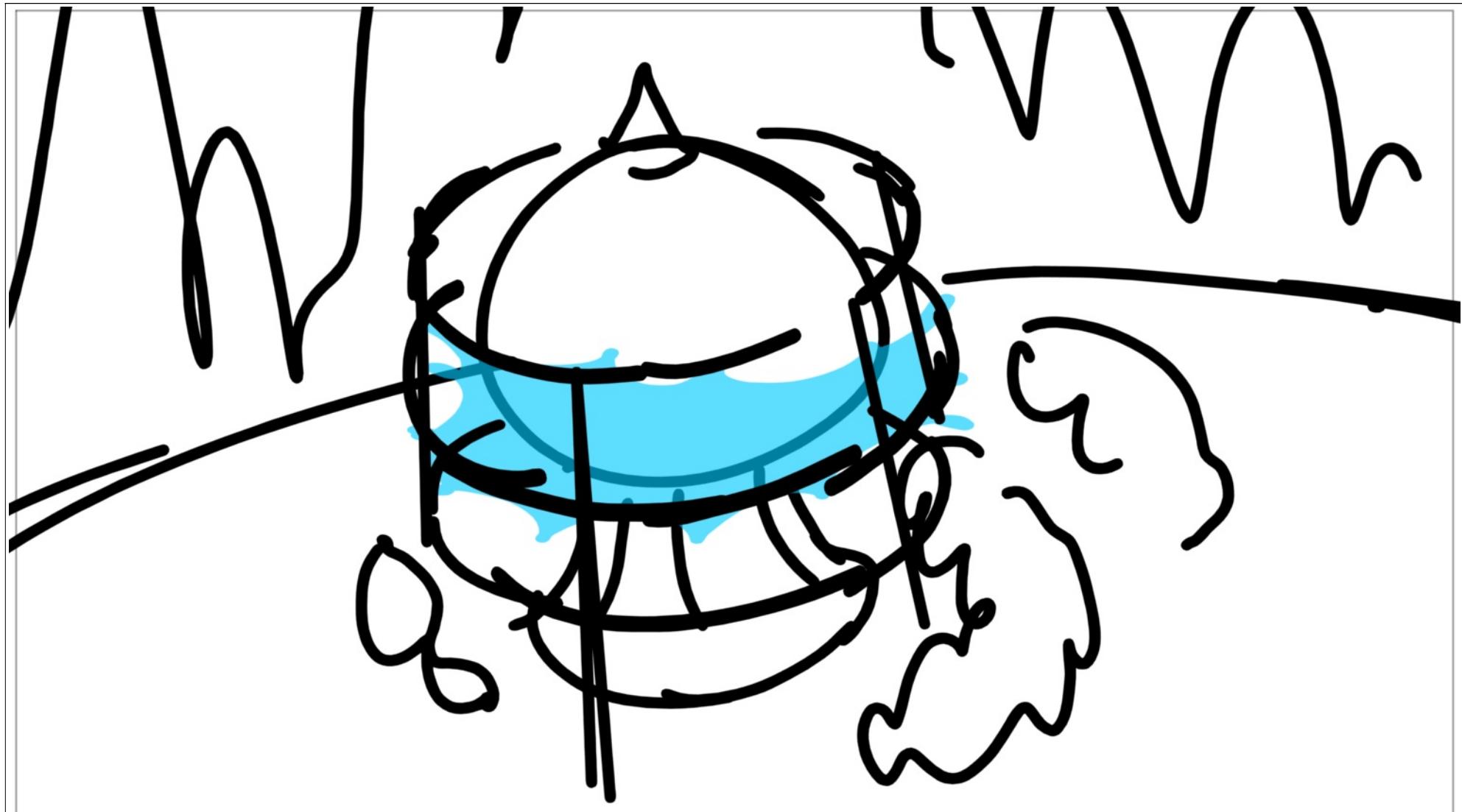
Scene	Duration	Panel	Duration
31	04:00	1	01:00



Scene	Duration	Panel	Duration
31	04:00	2	01:00



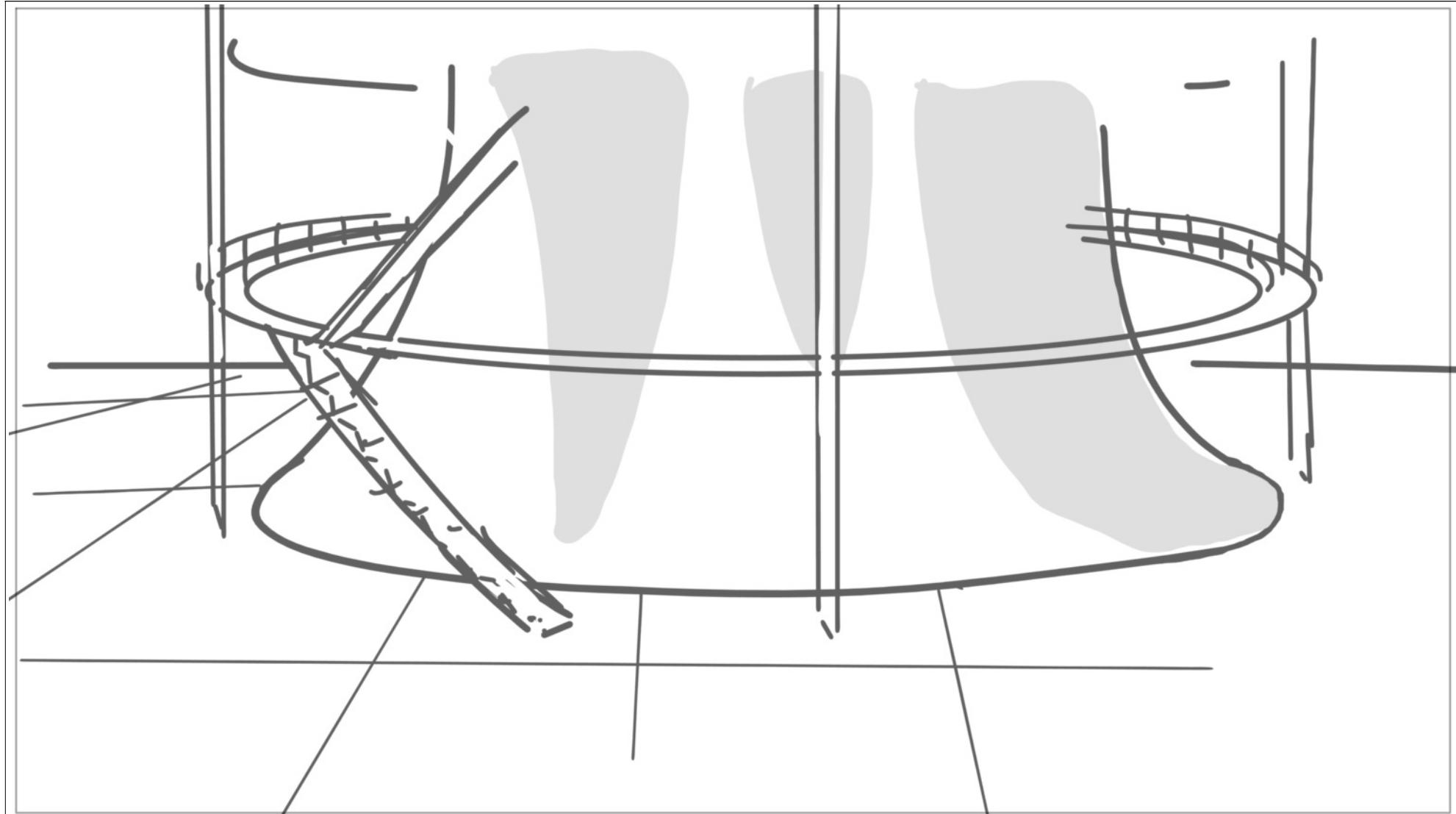
Scene	Duration	Panel	Duration
31	04:00	3	01:00



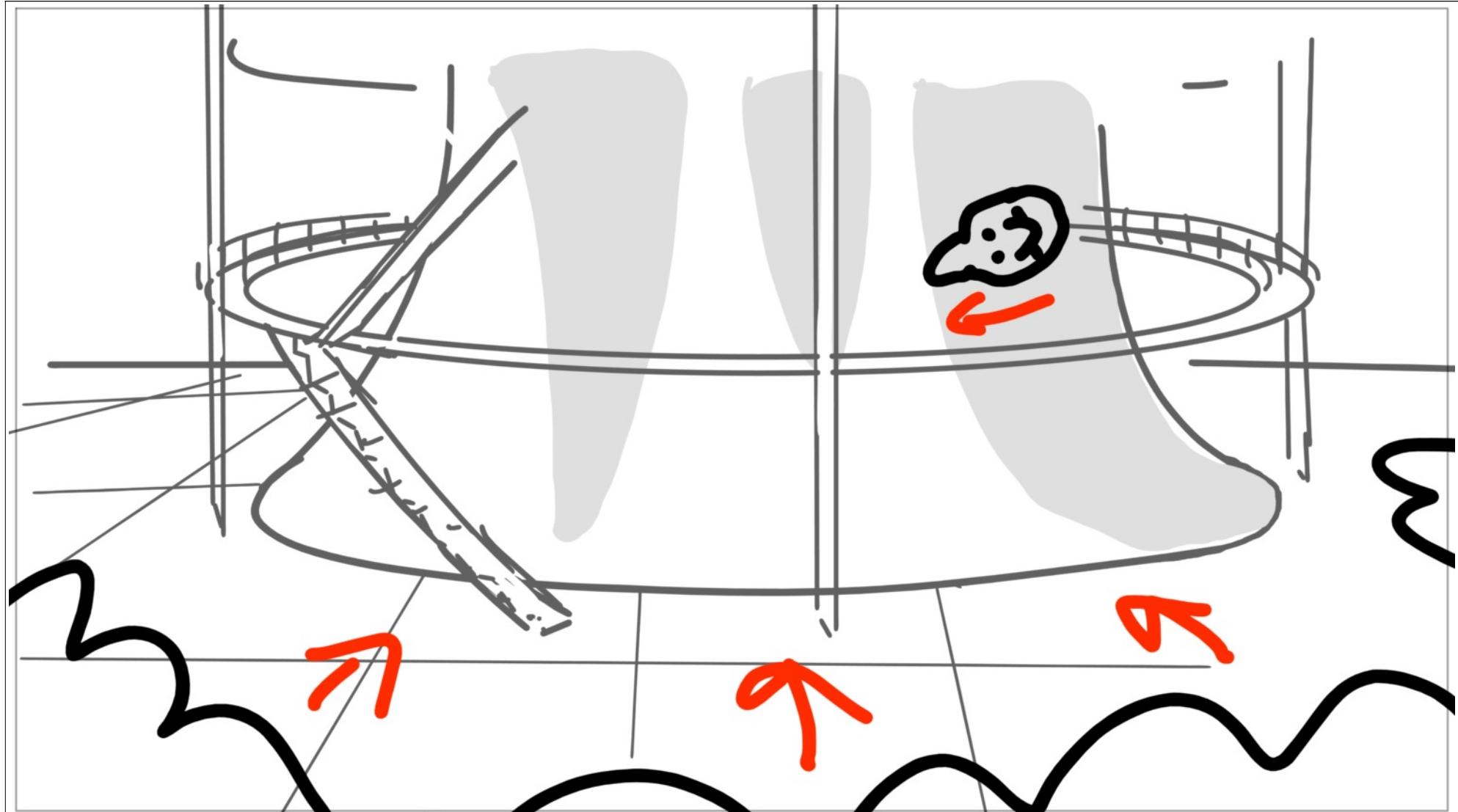
Scene	Duration	Panel	Duration
31	04:00	4	01:00



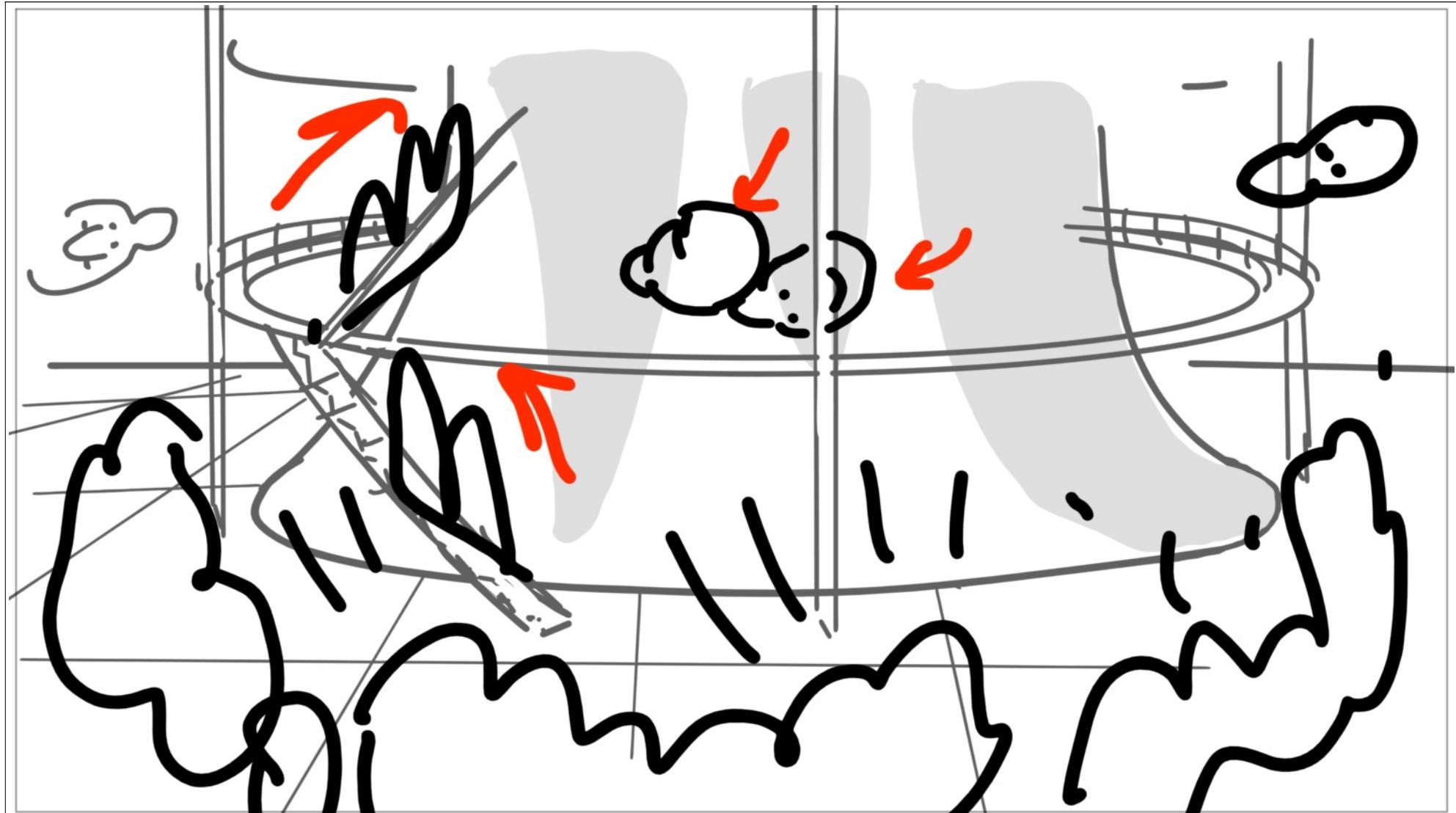
Scene	Duration	Panel	Duration
32	03:00	1	01:00



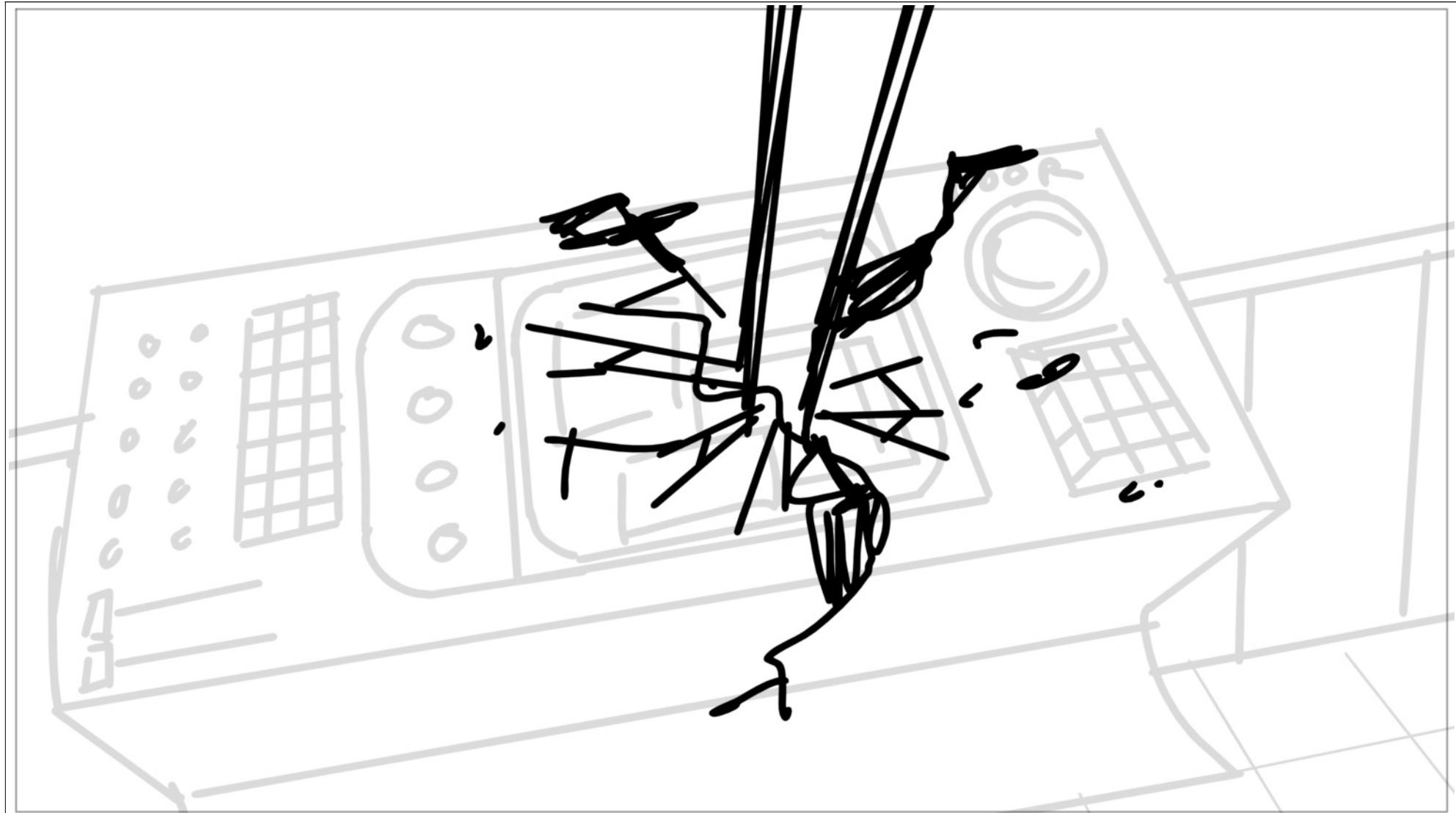
Scene	Duration	Panel	Duration
32	03:00	2	01:00



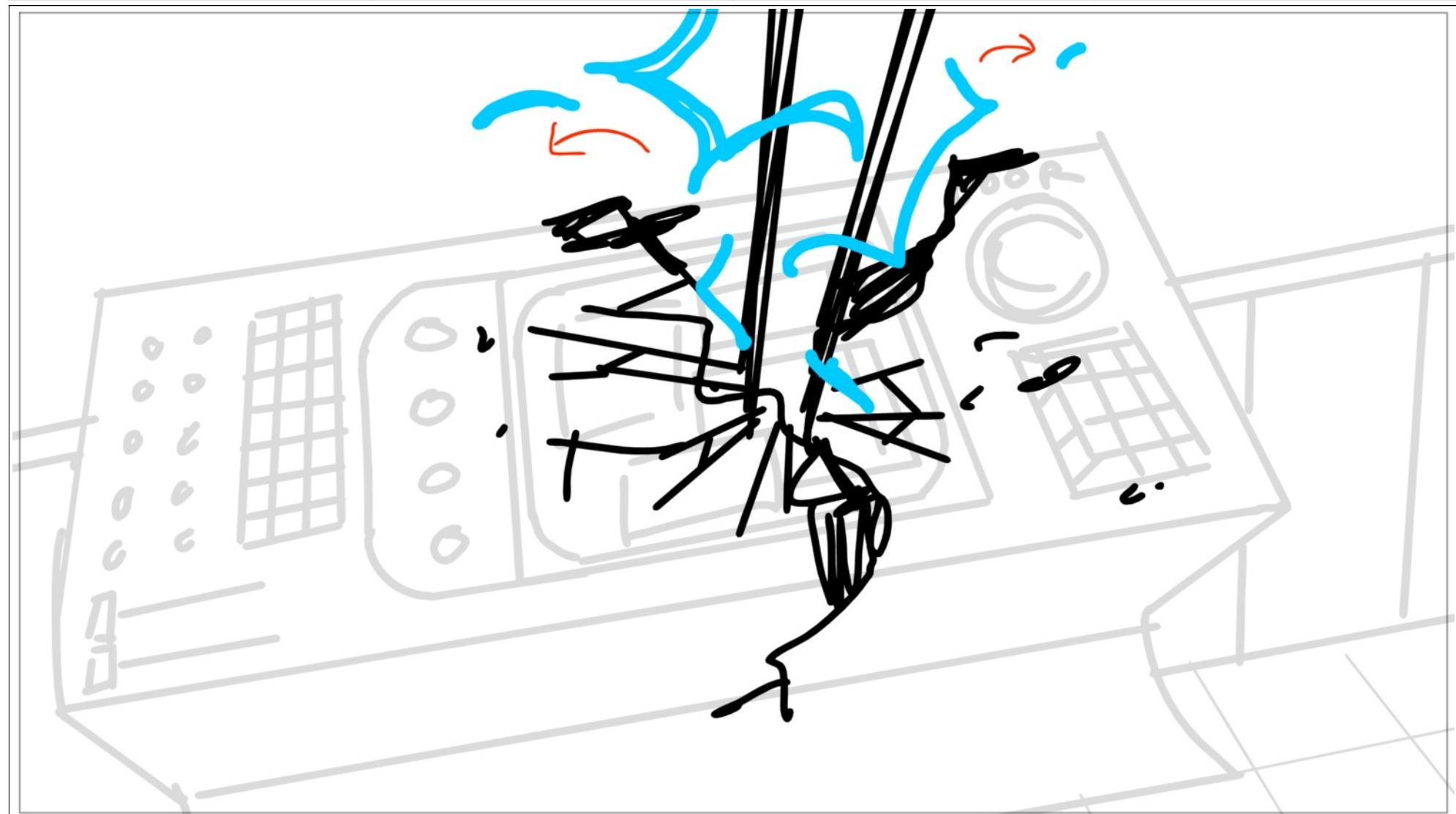
Scene	Duration	Panel	Duration
32	03:00	3	01:00



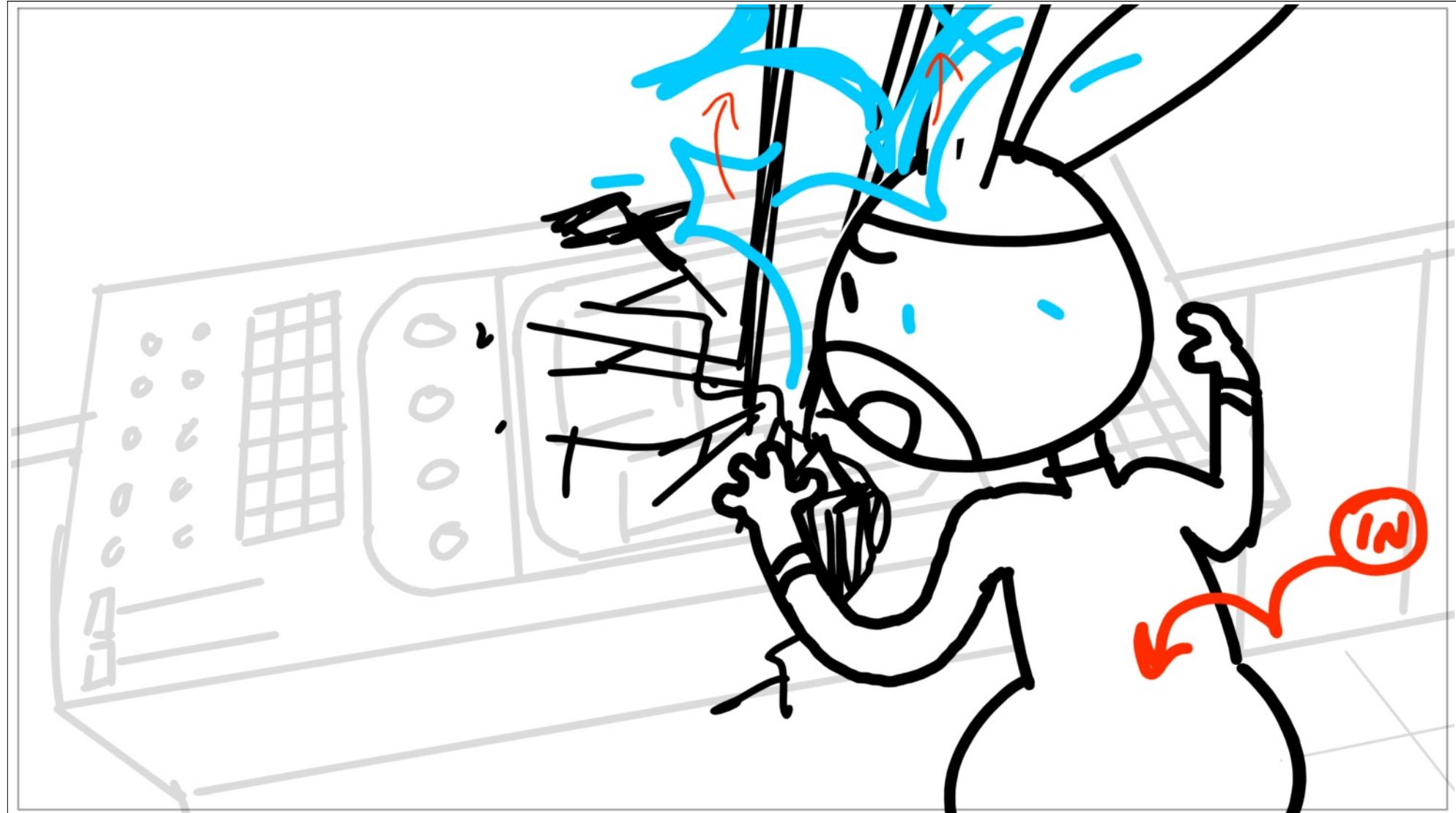
Scene	Duration	Panel	Duration
33	05:00	1	01:00



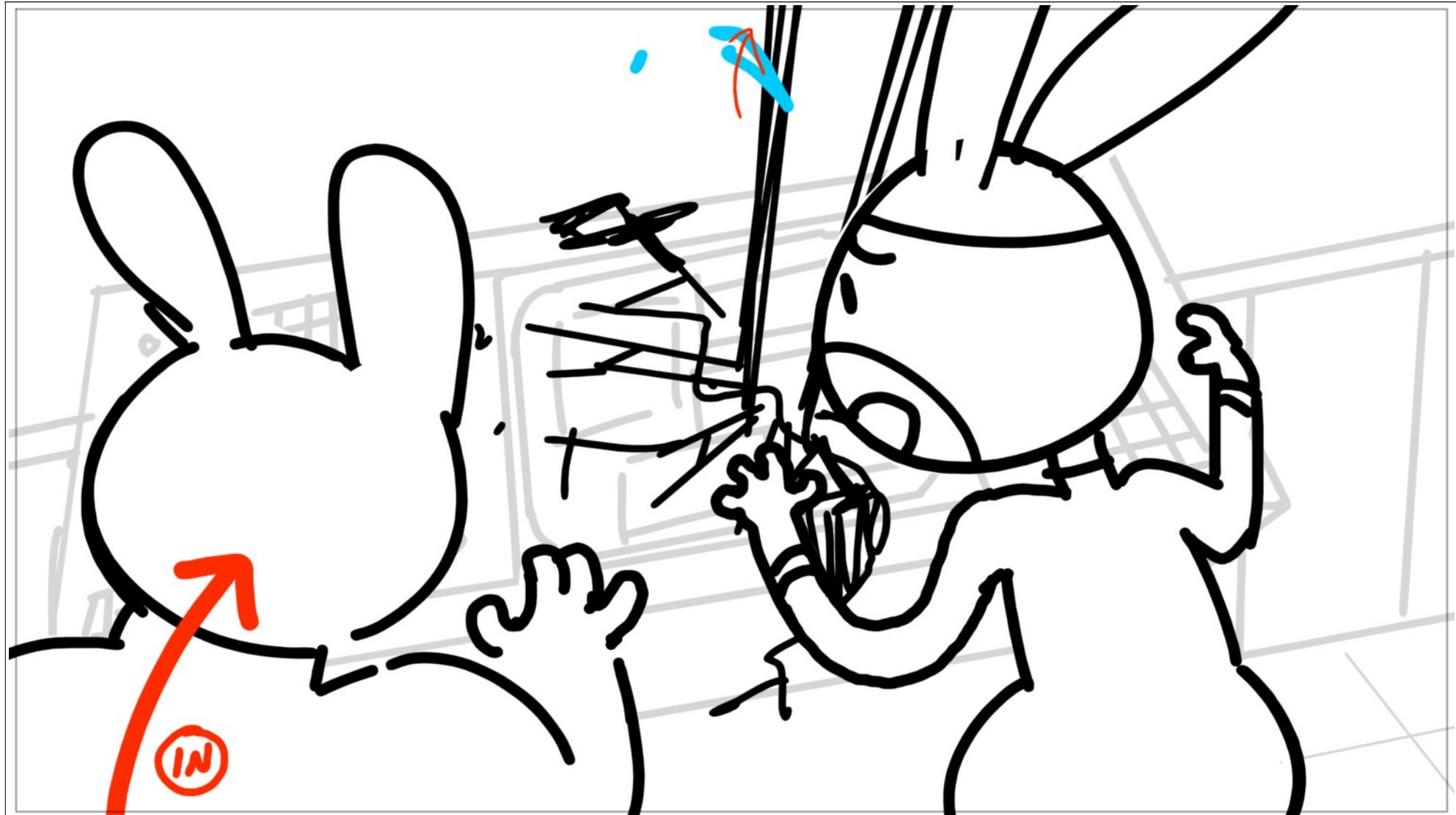
Scene	Duration	Panel	Duration
33	05:00	2	01:00



Scene	Duration	Panel	Duration
33	05:00	3	01:00



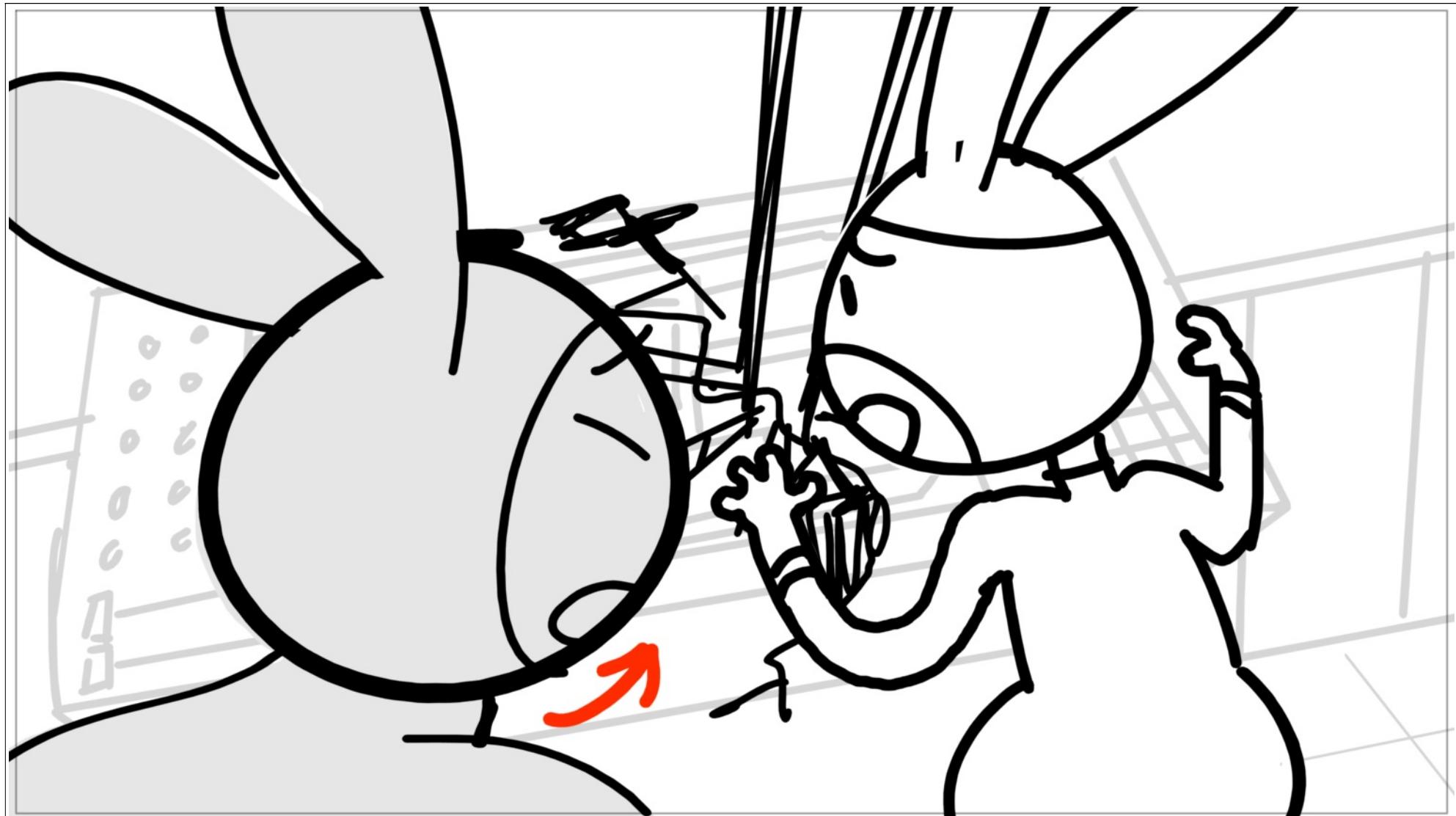
Scene	Duration	Panel	Duration
33	05:00	4	01:00



Dialog

rabbit: he trashed it!!!

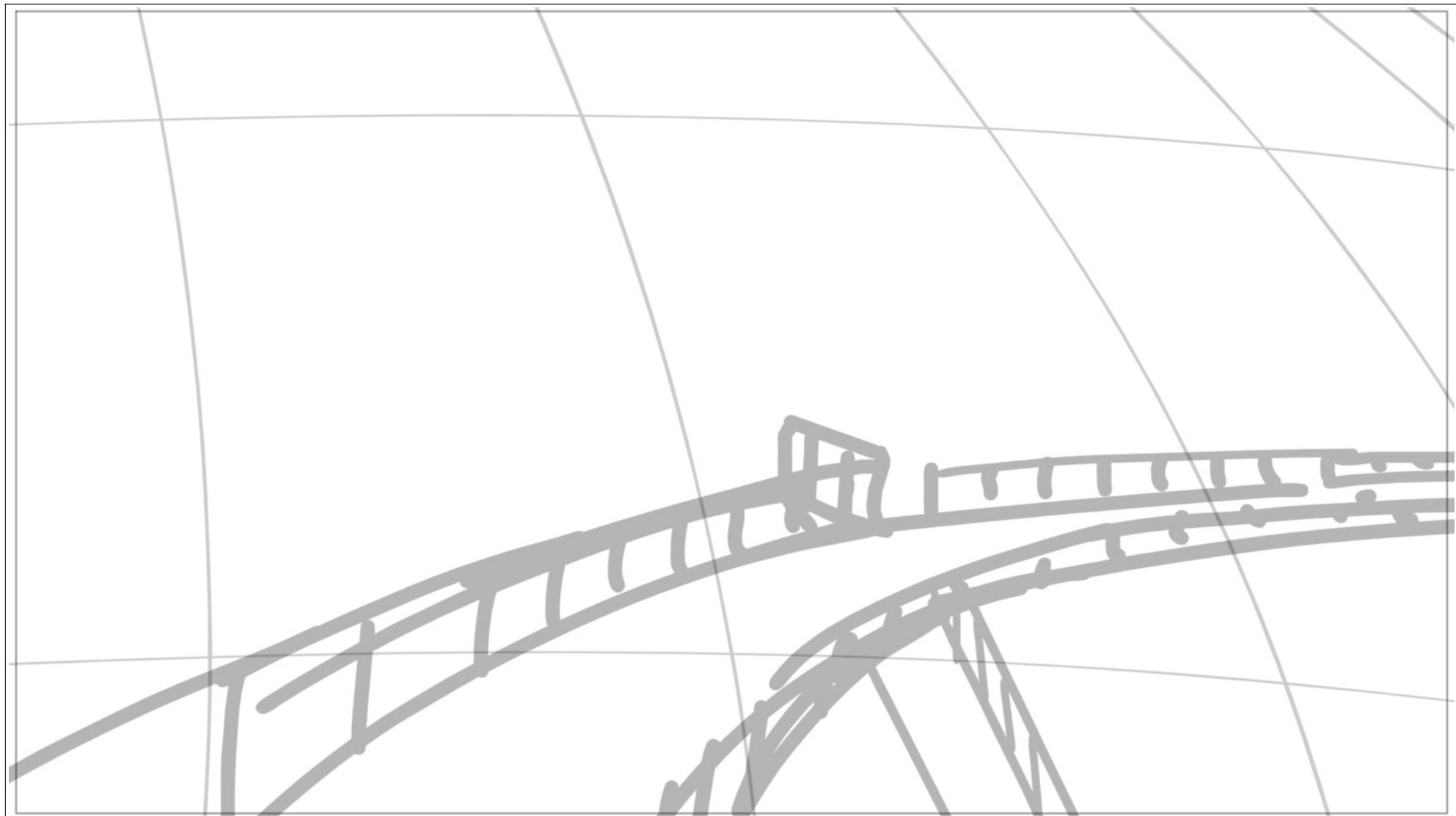
Scene	Duration	Panel	Duration
33	05:00	5	01:00



Dialog

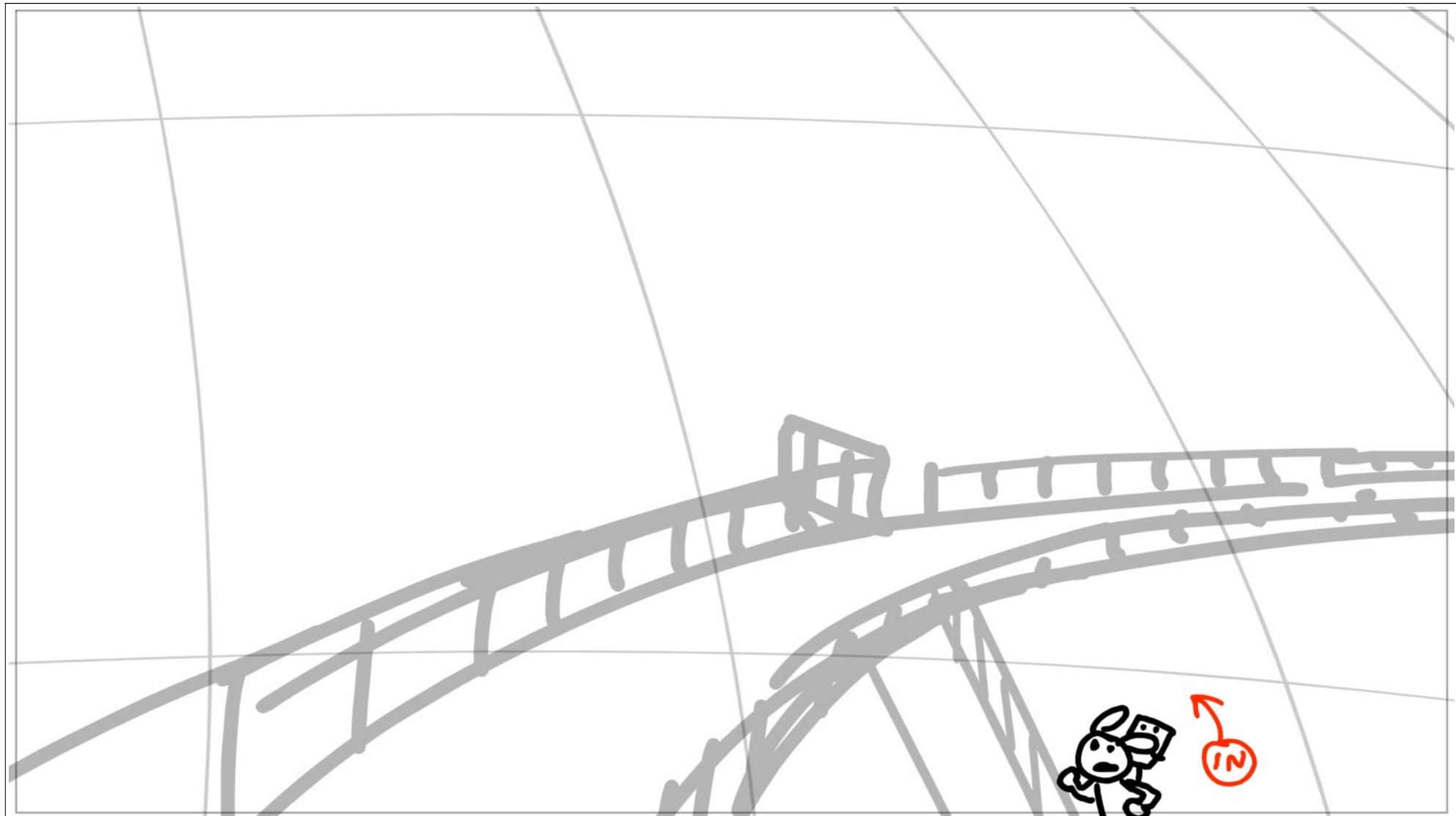
rabbit: there's no way to stop the powering up process!

Scene	Duration	Panel	Duration
34	05:00	1	01:00



Dialog Y5: NO....!

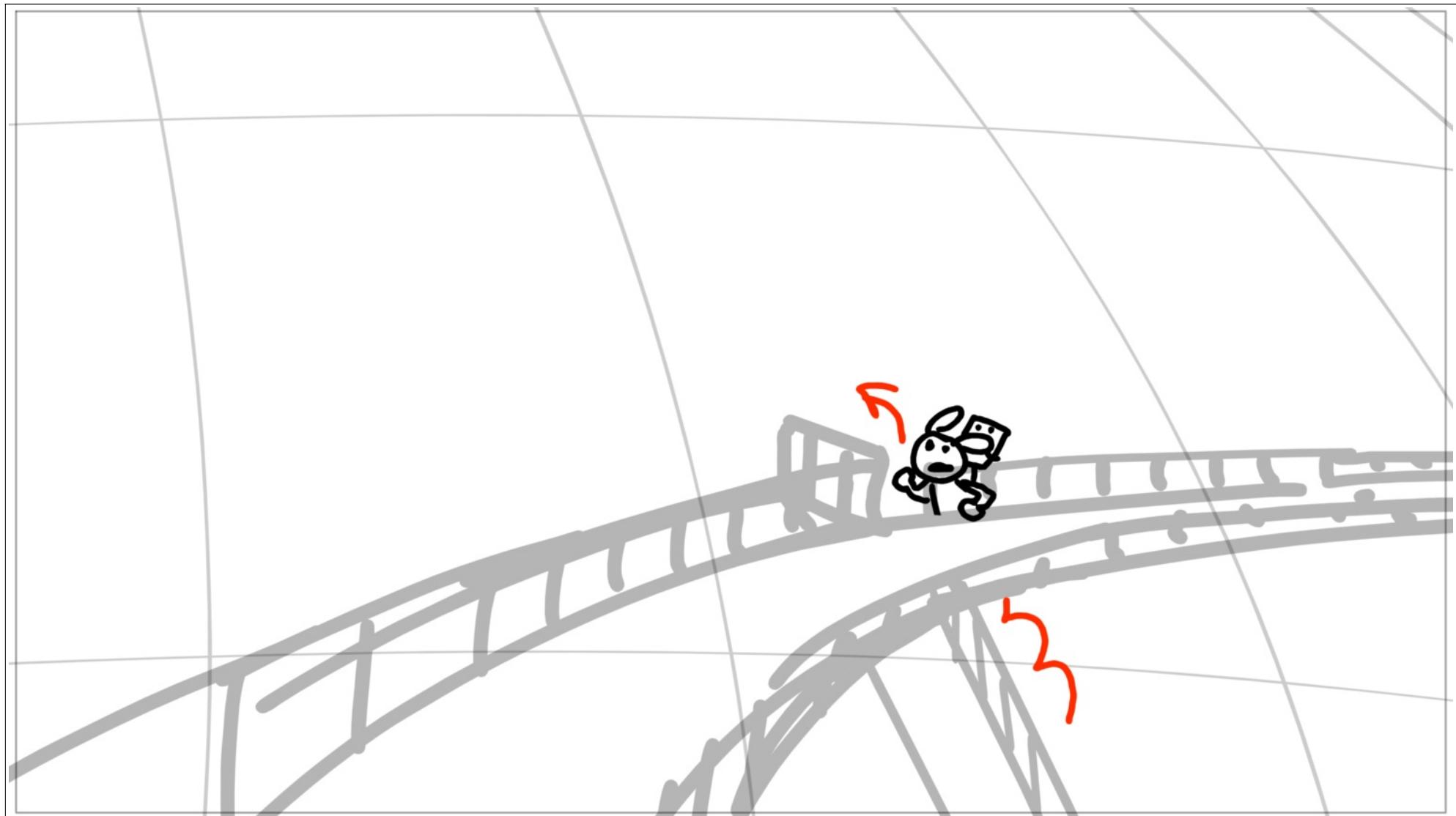
Scene	Duration	Panel	Duration
34	05:00	2	01:00



Dialog

Y5: NO....!

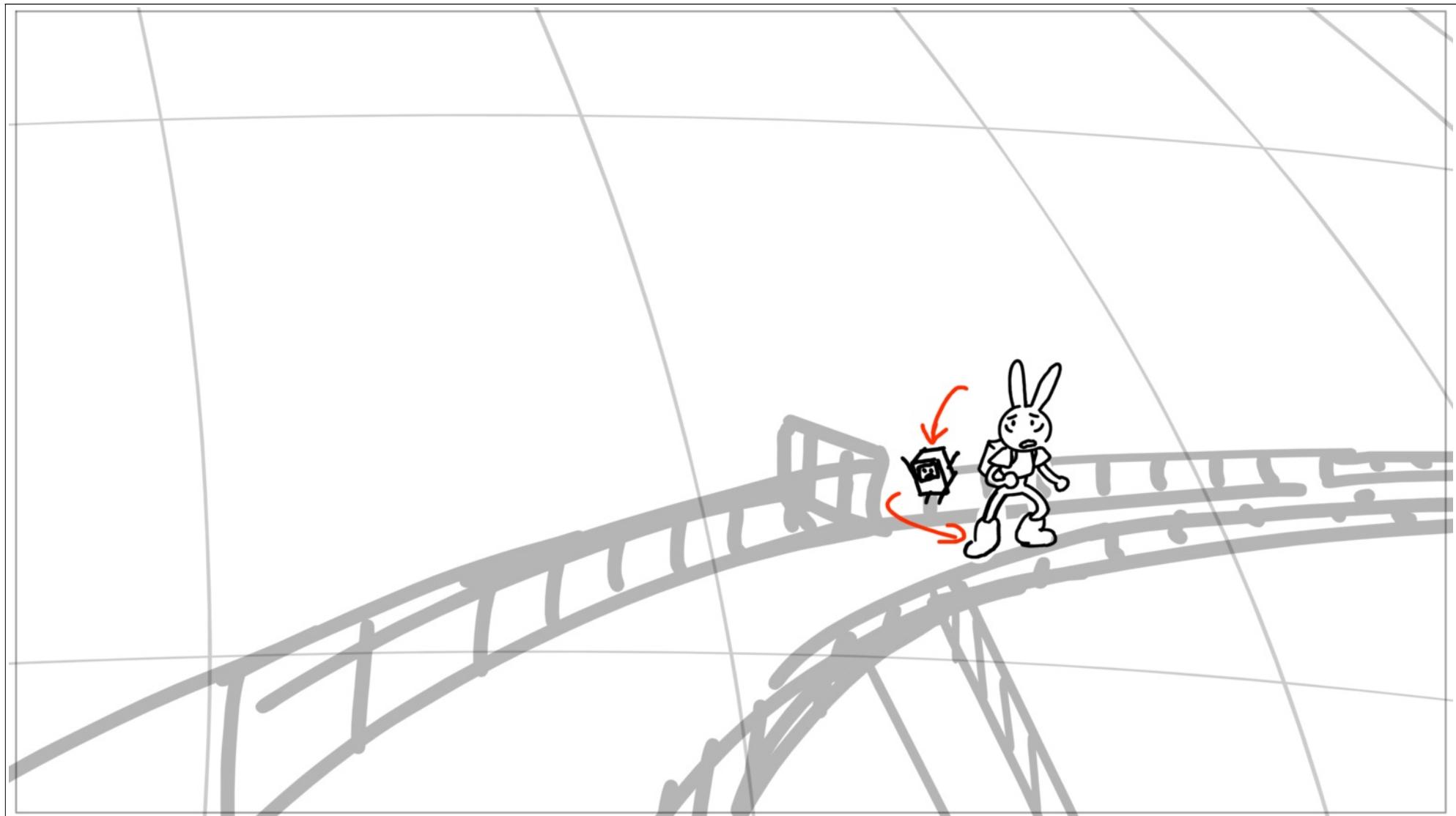
Scene	Duration	Panel	Duration
34	05:00	3	01:00



Dialog

Y5: NO....!

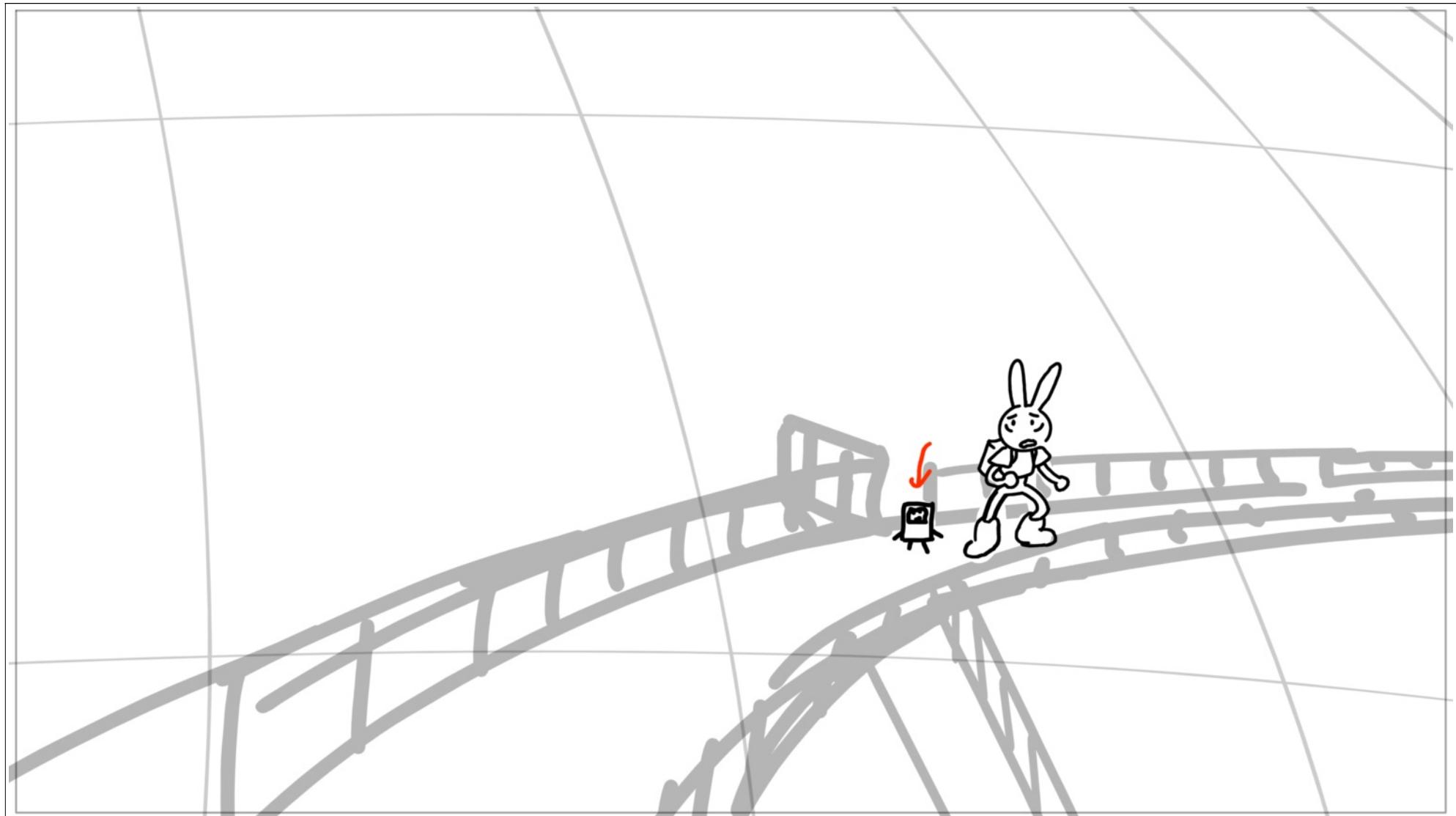
Scene	Duration	Panel	Duration
34	05:00	4	01:00



Dialog

Y5: NO....!

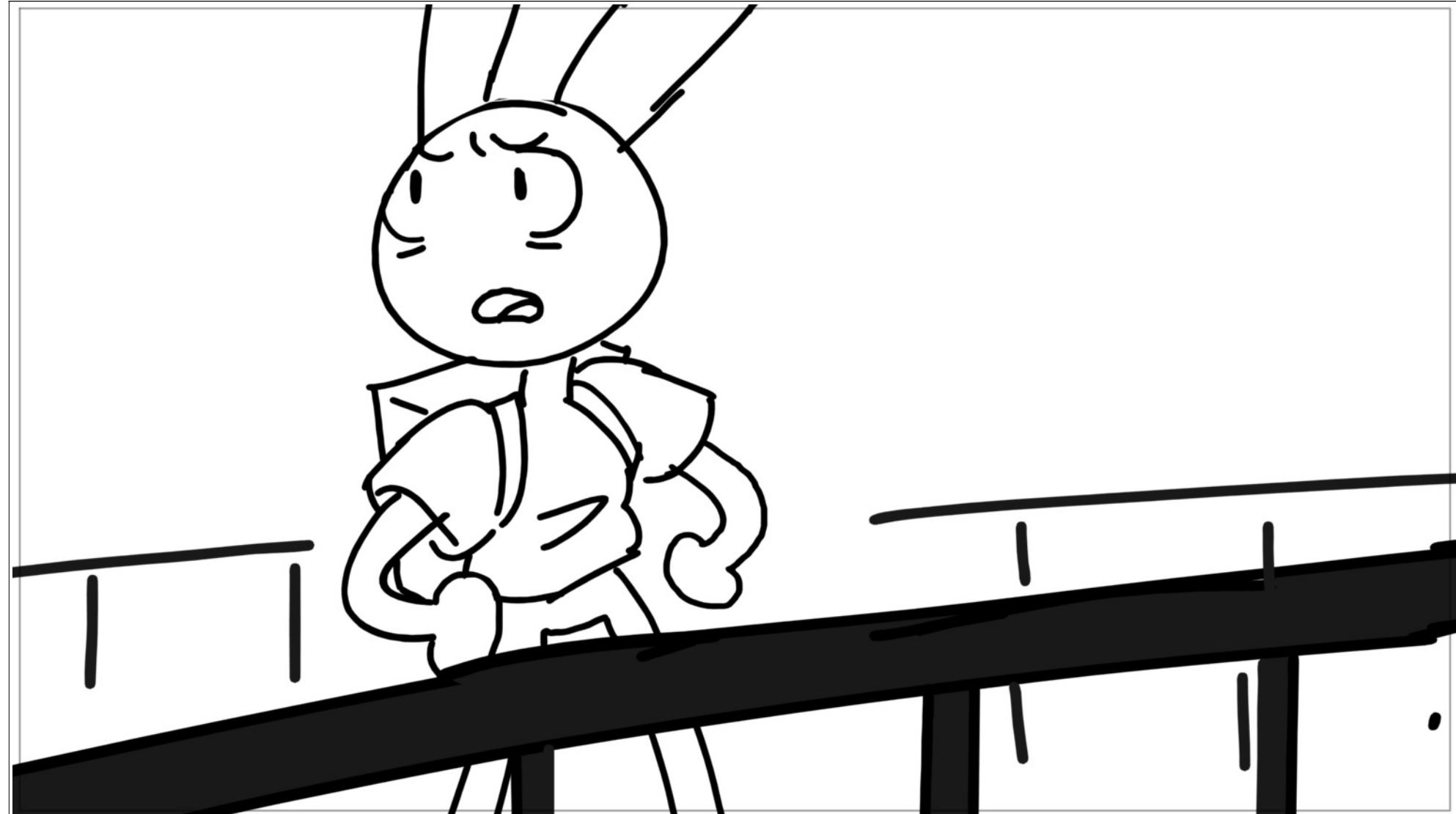
Scene	Duration	Panel	Duration
34	05:00	5	01:00



Dialog

Y5: NO....!

Scene	Duration	Panel	Duration
35	03:00	1	01:00



Dialog

Y5: i can't believe this...

Scene	Duration	Panel	Duration
35	03:00	2	01:00



Dialog

Y5: ugh!--

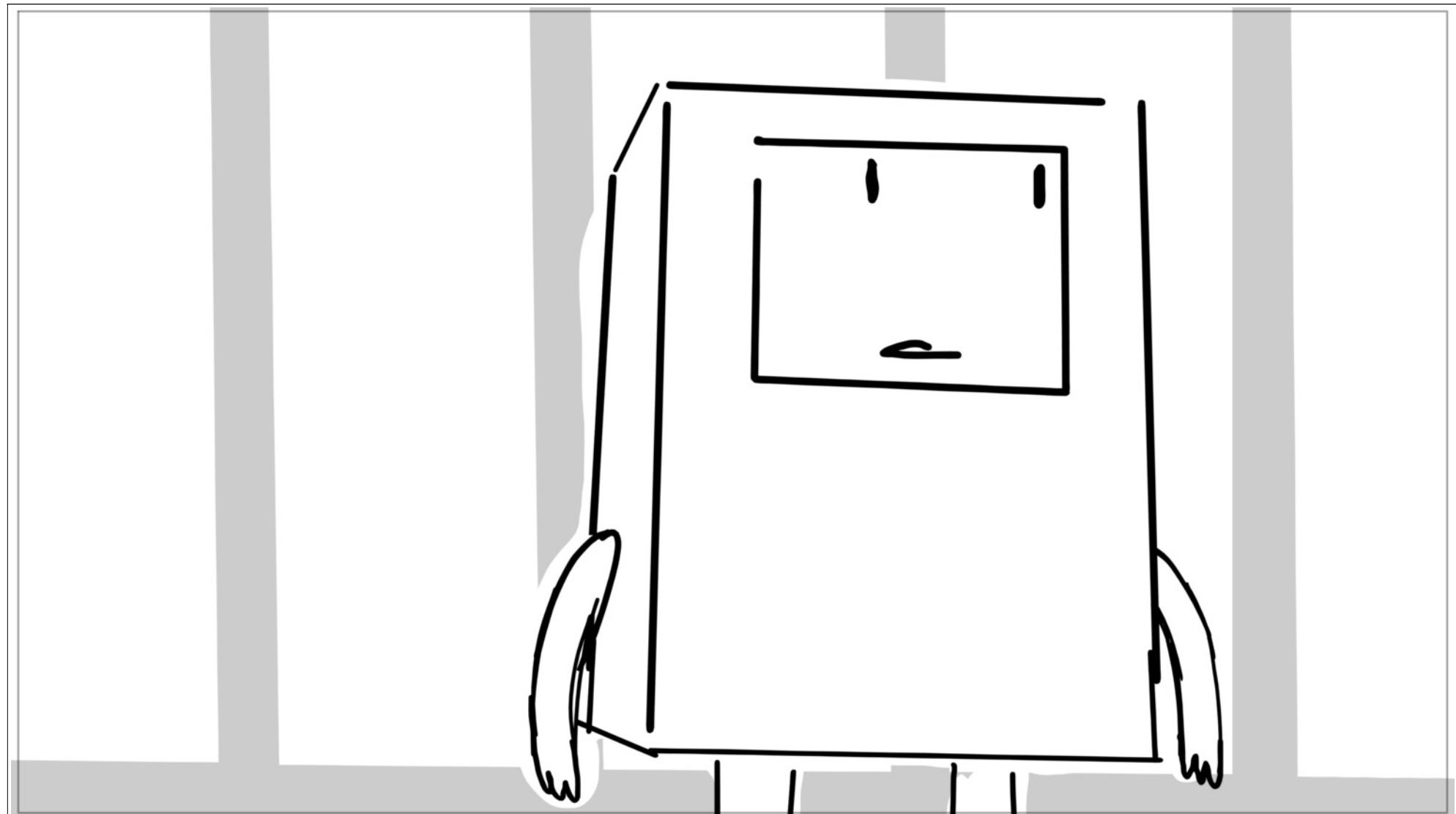
Scene	Duration	Panel	Duration
35	03:00	3	01:00



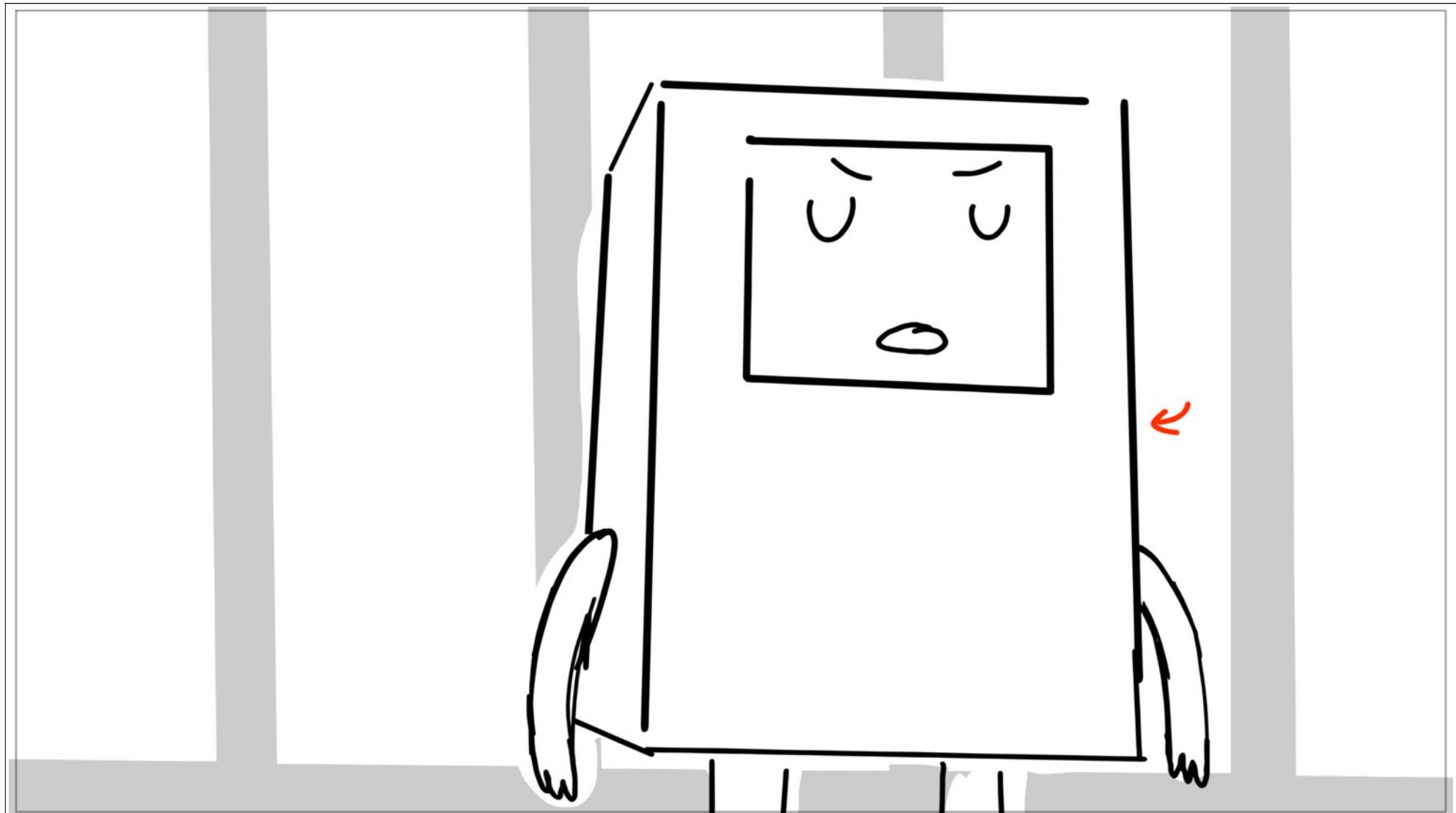
Dialog

Y5: how could this be happening?

Scene	Duration	Panel	Duration
36	03:00	1	01:00



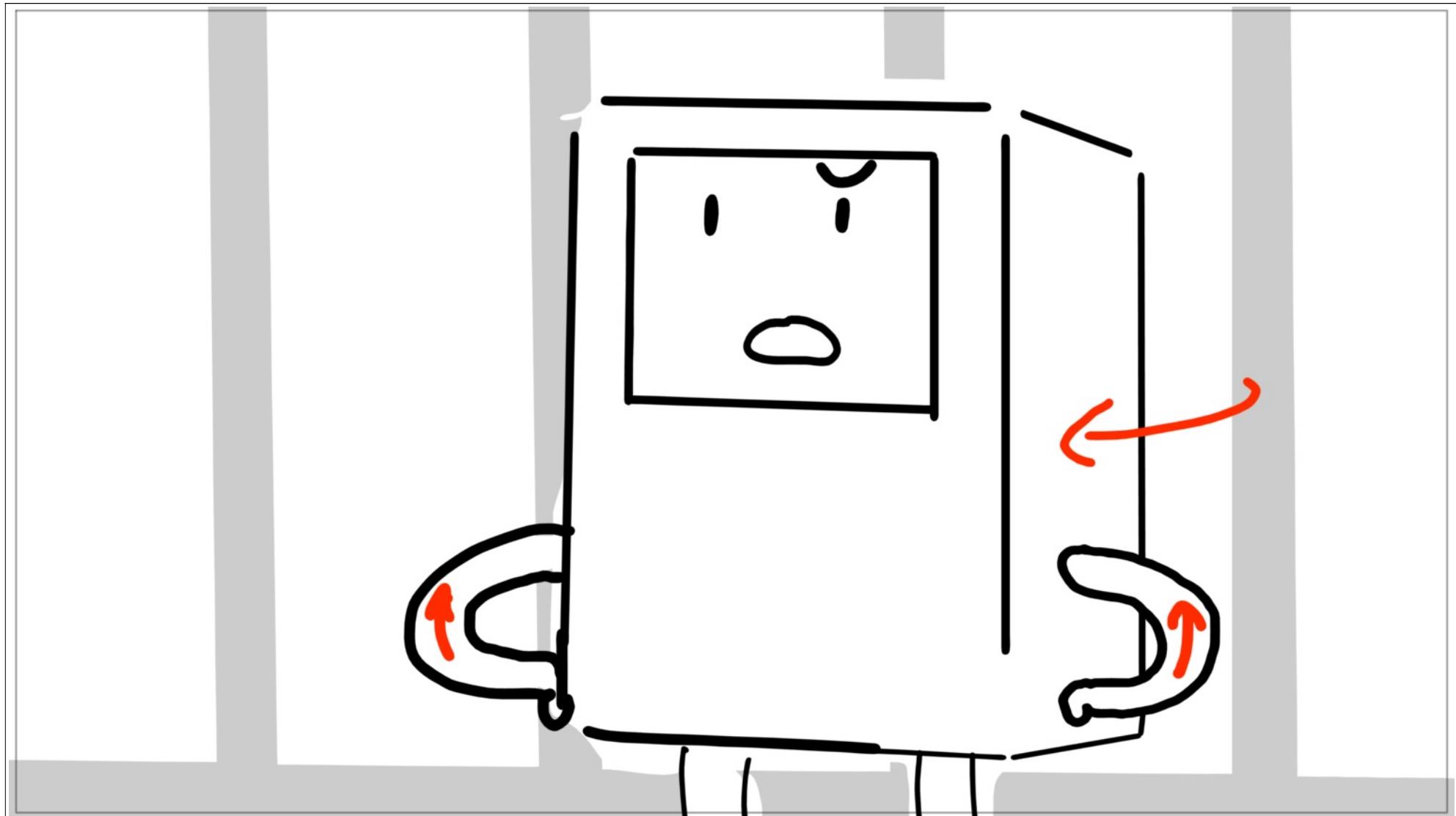
Scene	Duration	Panel	Duration
36	03:00	2	01:00



Dialog

BMO: (to self) so dramatic.

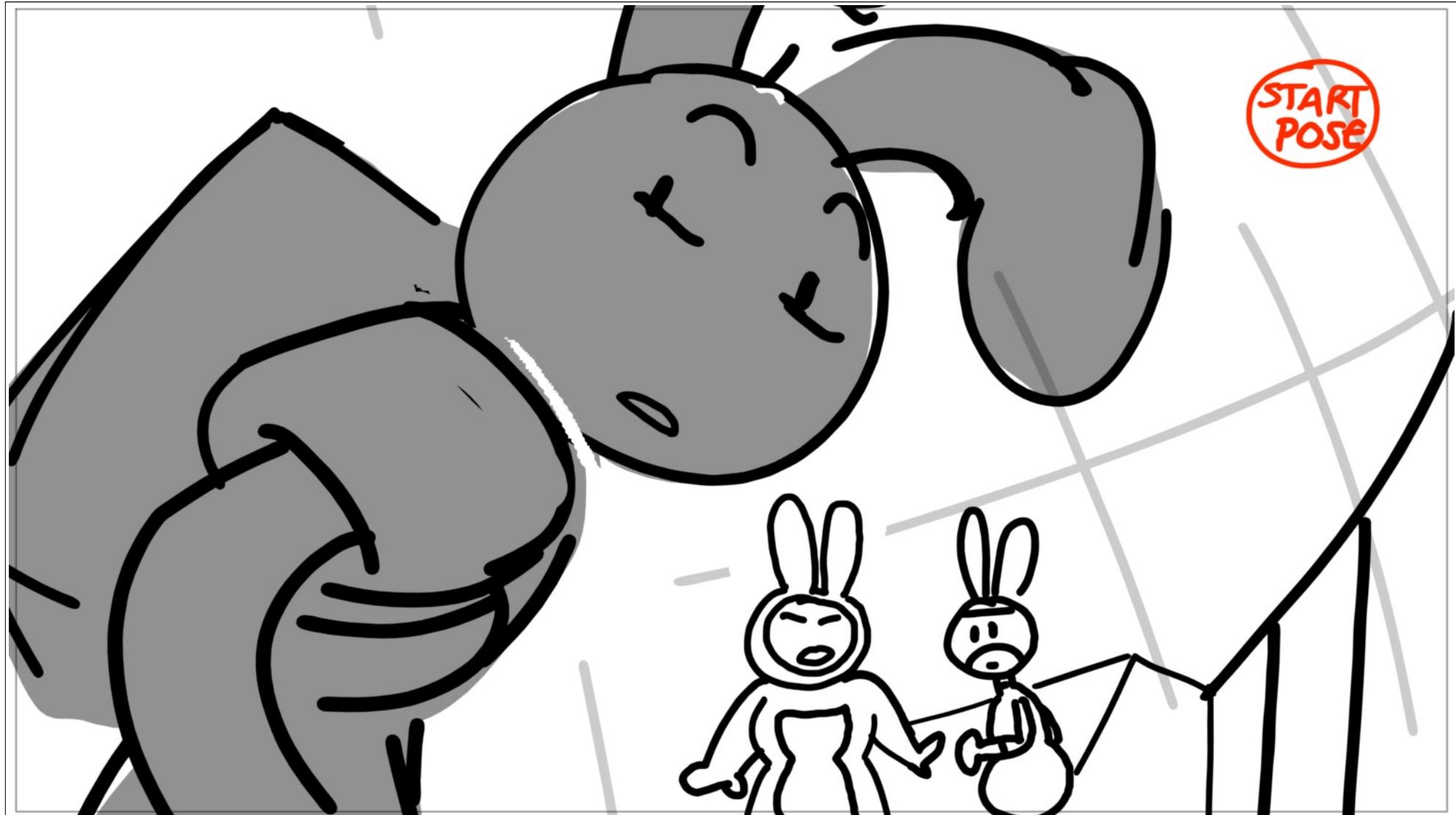
Scene	Duration	Panel	Duration
36	03:00	3	01:00



Dialog

BMO: why don't we just pull the plug?

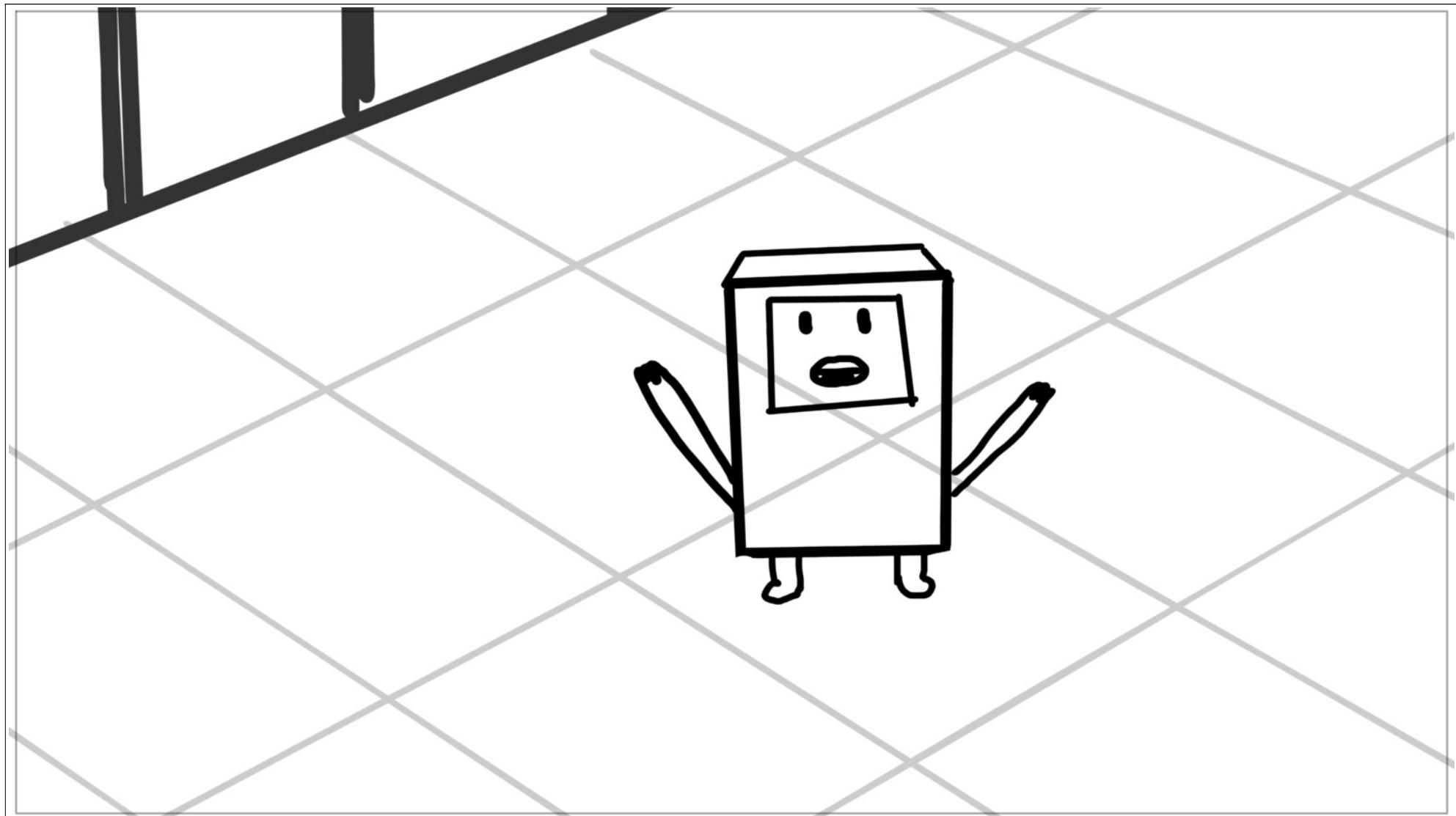
Scene	Duration	Panel	Duration
37	01:00	1	01:00



Dialog

KS-2: wait, what?

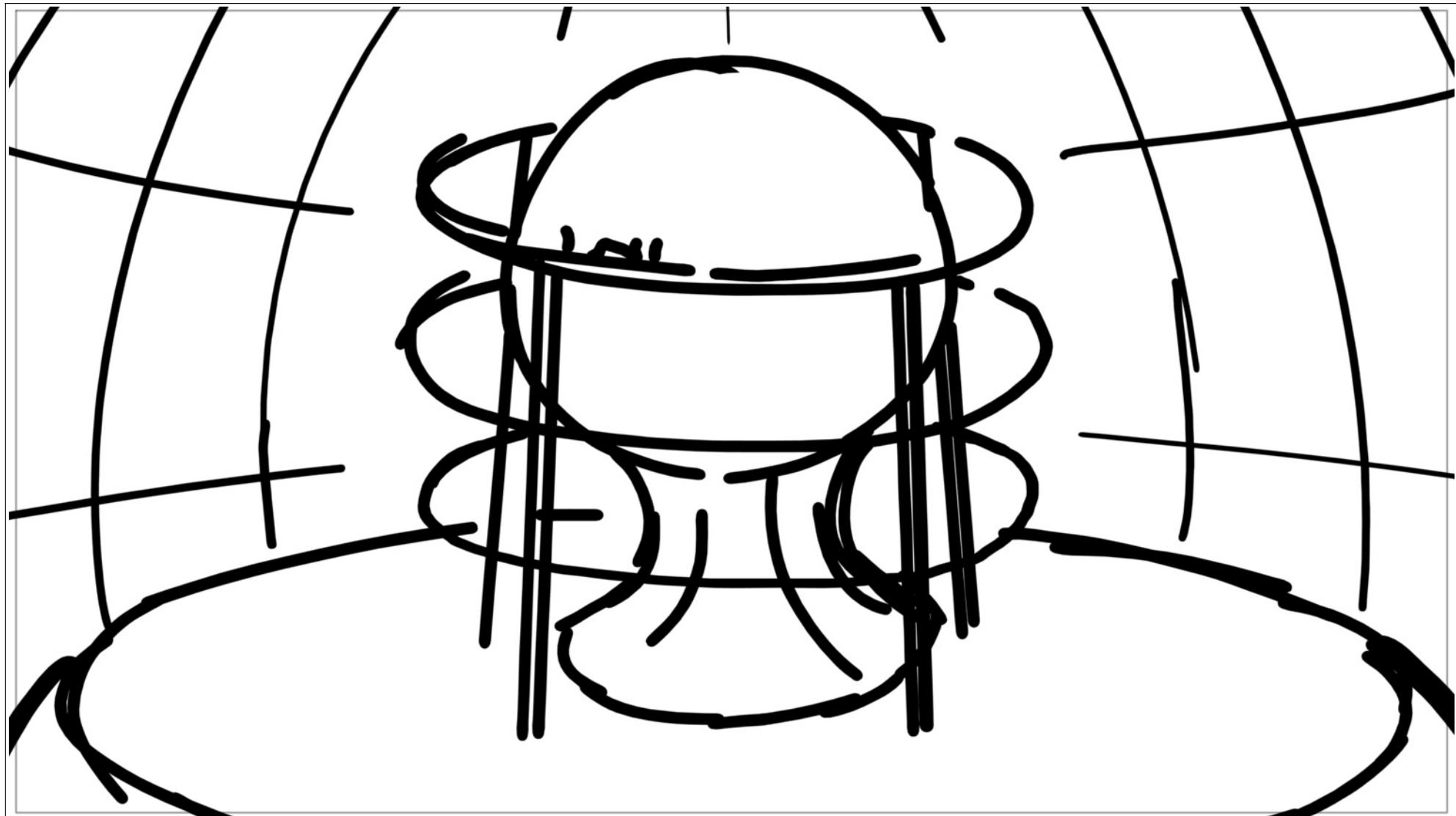
Scene	Duration	Panel	Duration
38	01:00	1	01:00



Dialog

BMO: the power source! the plug!

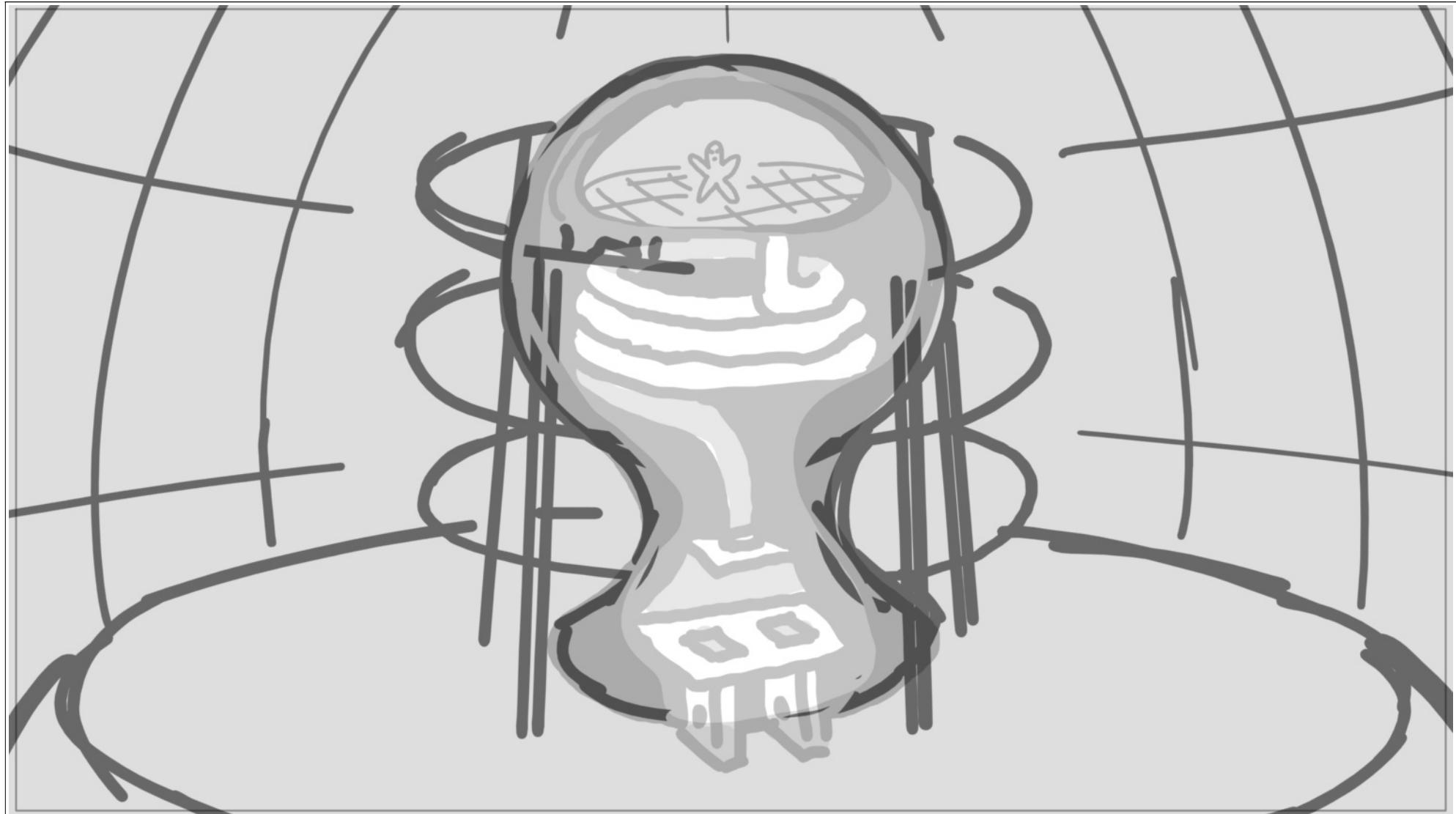
Scene	Duration	Panel	Duration
39	10:00	1	01:00



Dialog

BMO: [v/o] if we remove the plug it before it is powered up it will stop.

Scene	Duration	Panel	Duration
39	10:00	2	01:00



Dialog

BMO: [v/o] if we remove the plug it before it is powered up it will stop.

Scene	Duration	Panel	Duration
39	10:00	3	01:00



Dialog

BMO: [v/o] if we remove the plug it before it is powered up it will stop.

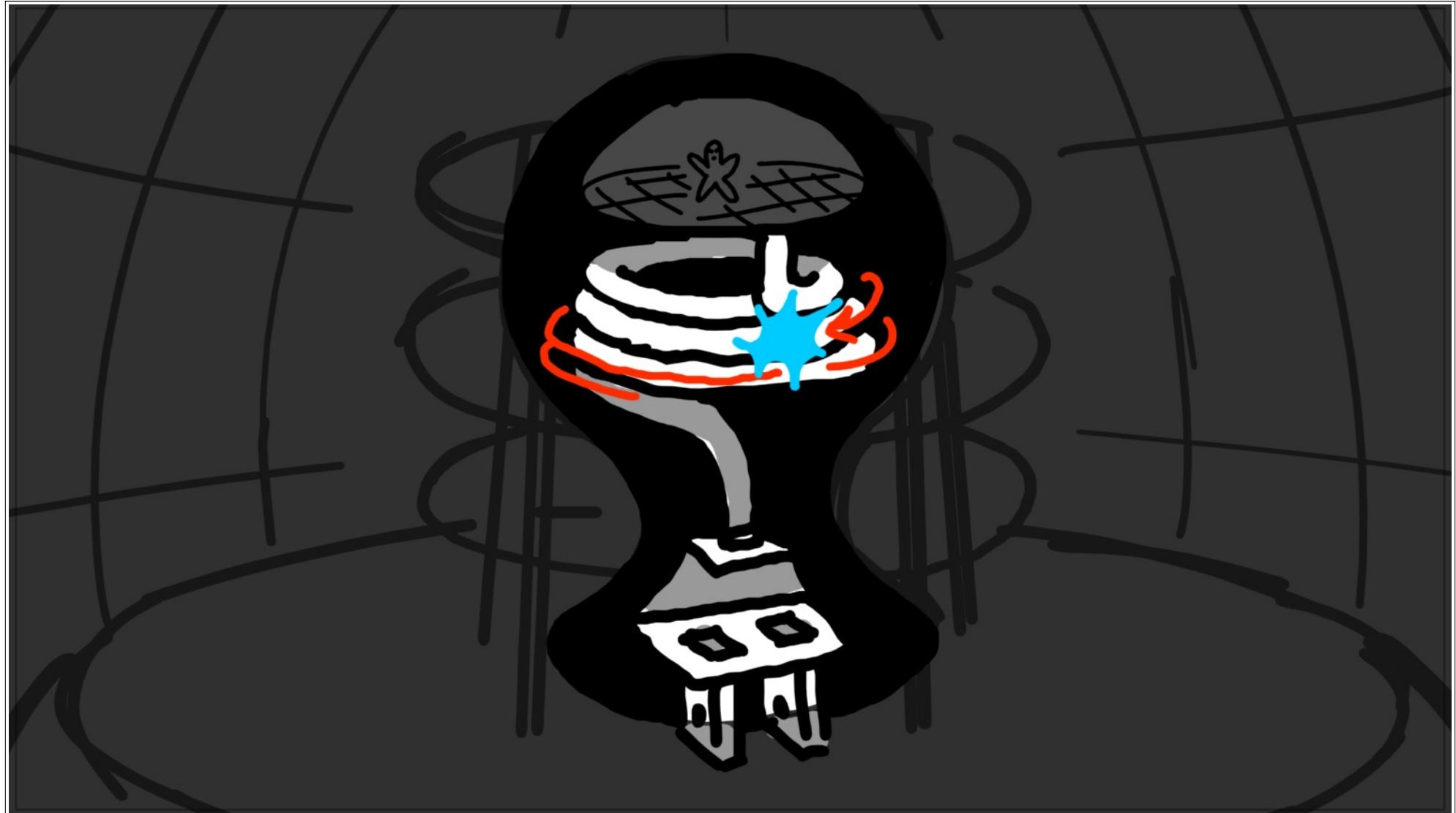
Scene	Duration	Panel	Duration
39	10:00	4	01:00



Dialog

BMO: [v/o] if we remove the plug it before it is powered up it will stop.

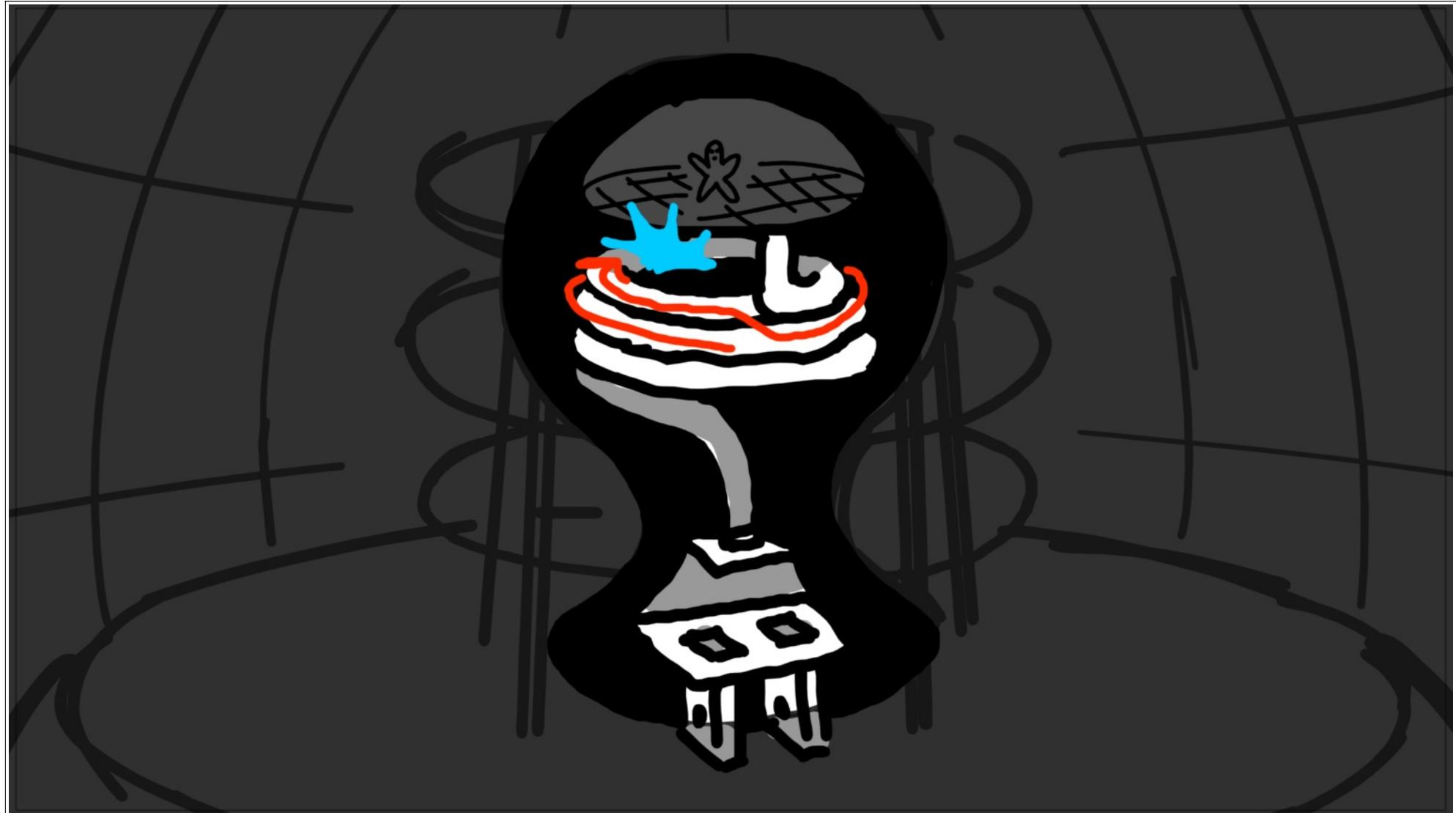
Scene	Duration	Panel	Duration
39	10:00	5	01:00



Dialog

BMO: [v/o] if we remove the plug it before it is powered up it will stop.

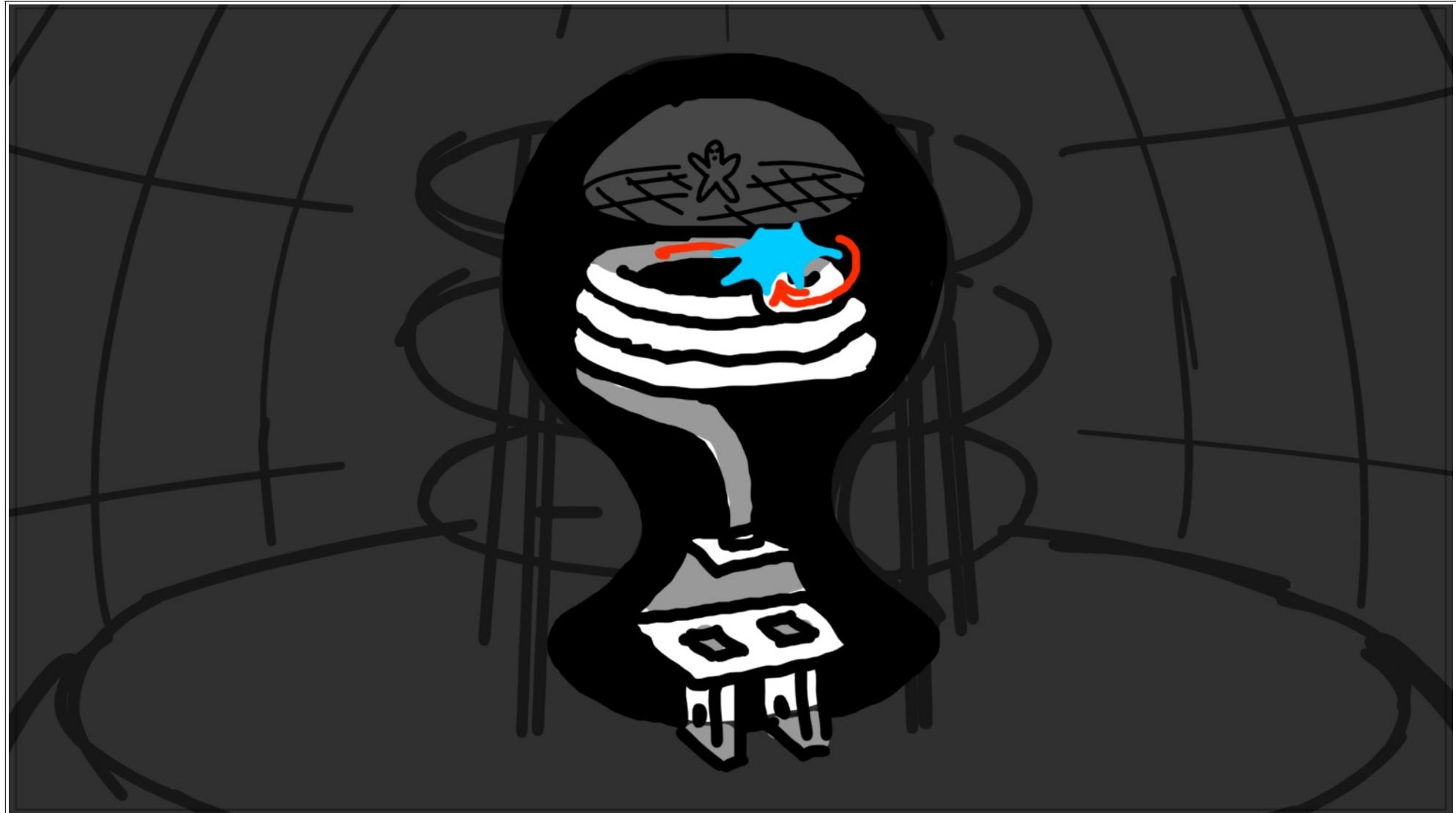
Scene	Duration	Panel	Duration
39	10:00	6	01:00



Dialog

BMO: [v/o] if we remove the plug it before it is powered up it will stop.

Scene	Duration	Panel	Duration
39	10:00	7	01:00



Dialog

BMO: [v/o] if we remove the plug it before it is powered up it will stop.

Scene	Duration	Panel	Duration
39	10:00	8	01:00



Dialog

sfx: [ding!]

Scene	Duration	Panel	Duration
39	10:00	9	01:00



Dialog

sfx: [pop!]

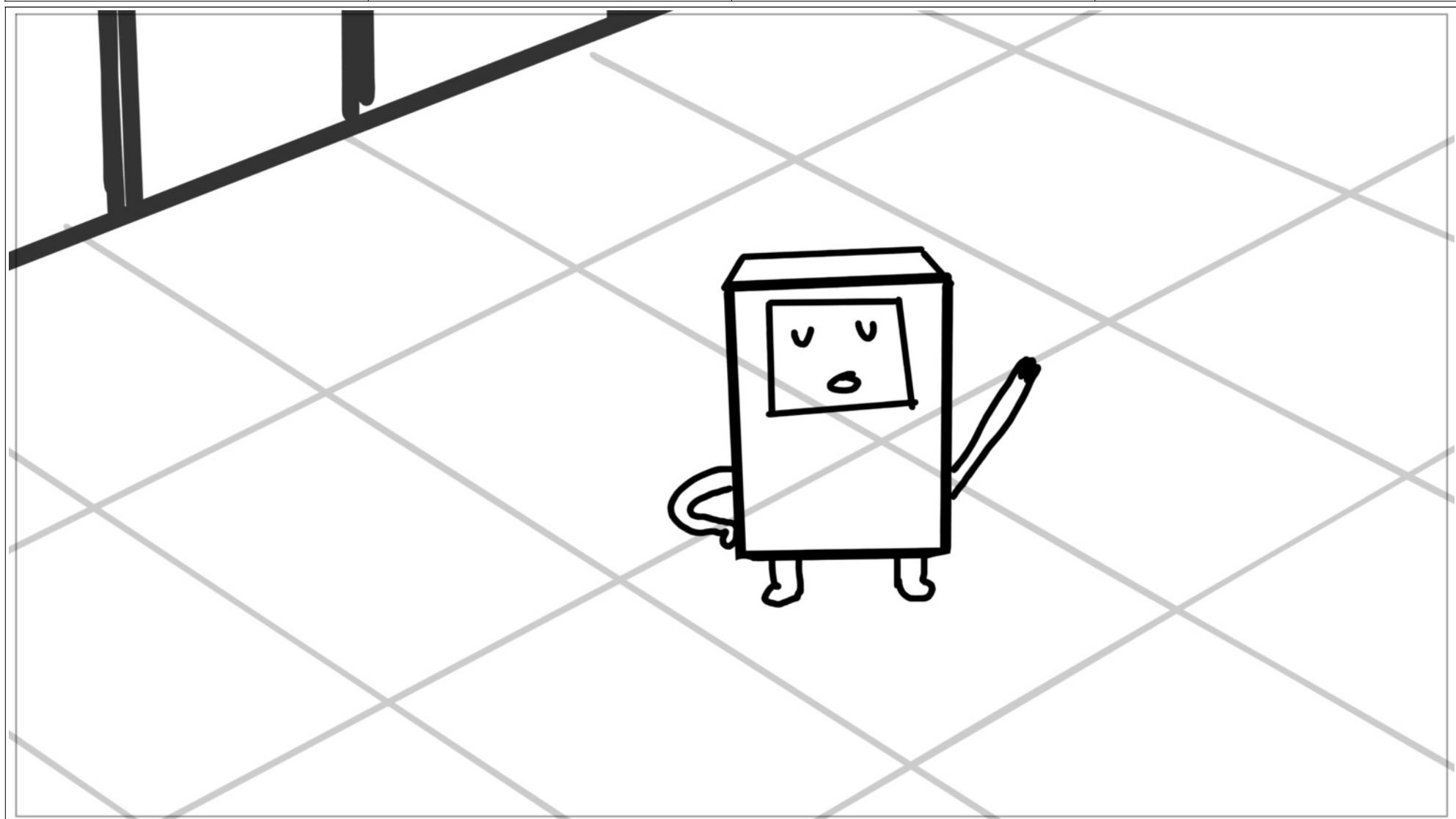
Scene	Duration	Panel	Duration
39	10:00	10	01:00



Dialog

sfx: [power down]

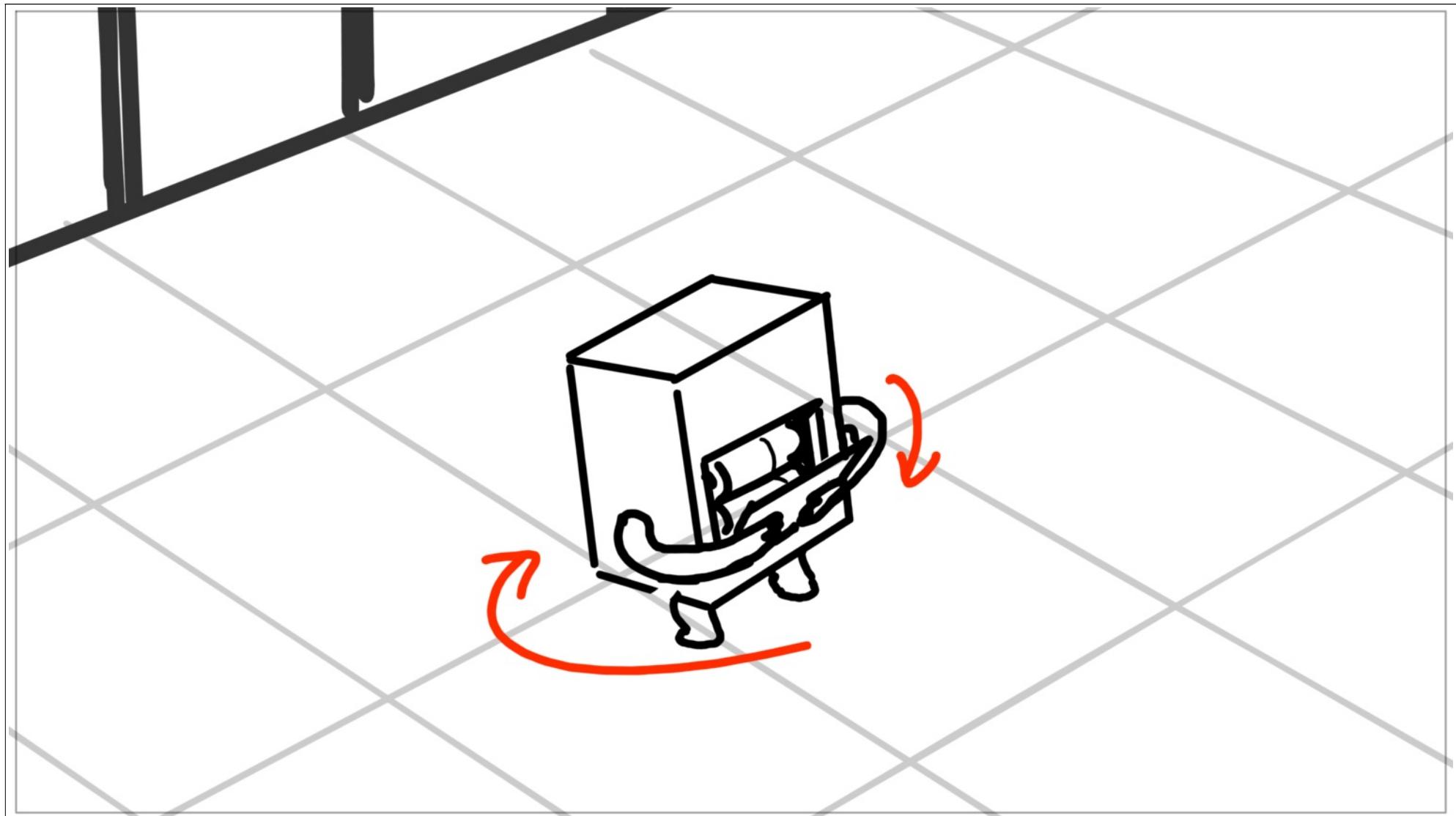
Scene	Duration	Panel	Duration
	40	03:00	1



Dialog

BMO: that's what you learn in kindergarten.

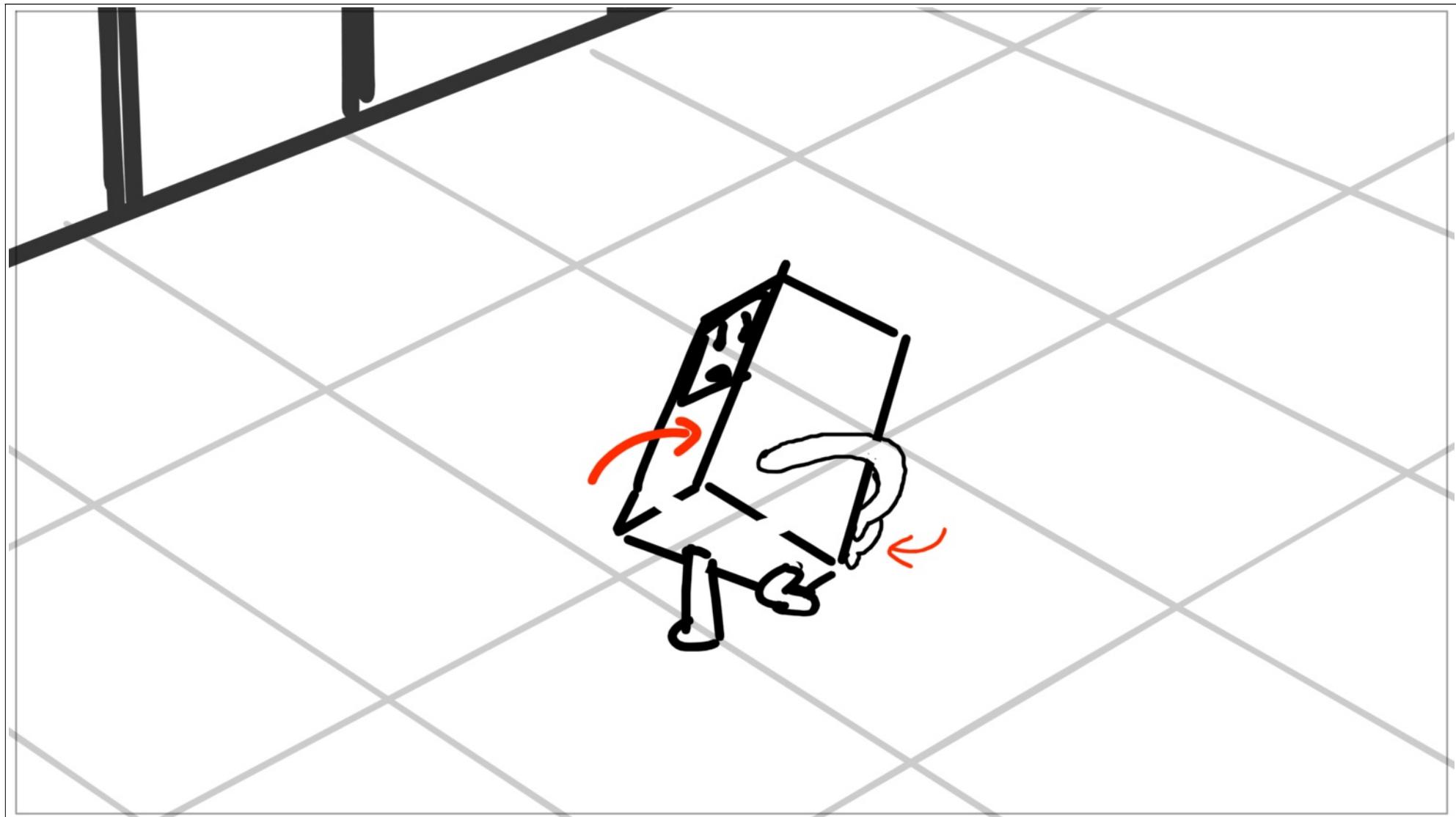
Scene	Duration	Panel	Duration
40	03:00	2	01:00



Dialog

BMO: it might be in the pod's butt.

Scene	Duration	Panel	Duration
	40	03:00	3



Dialog

BMO: like mine is.

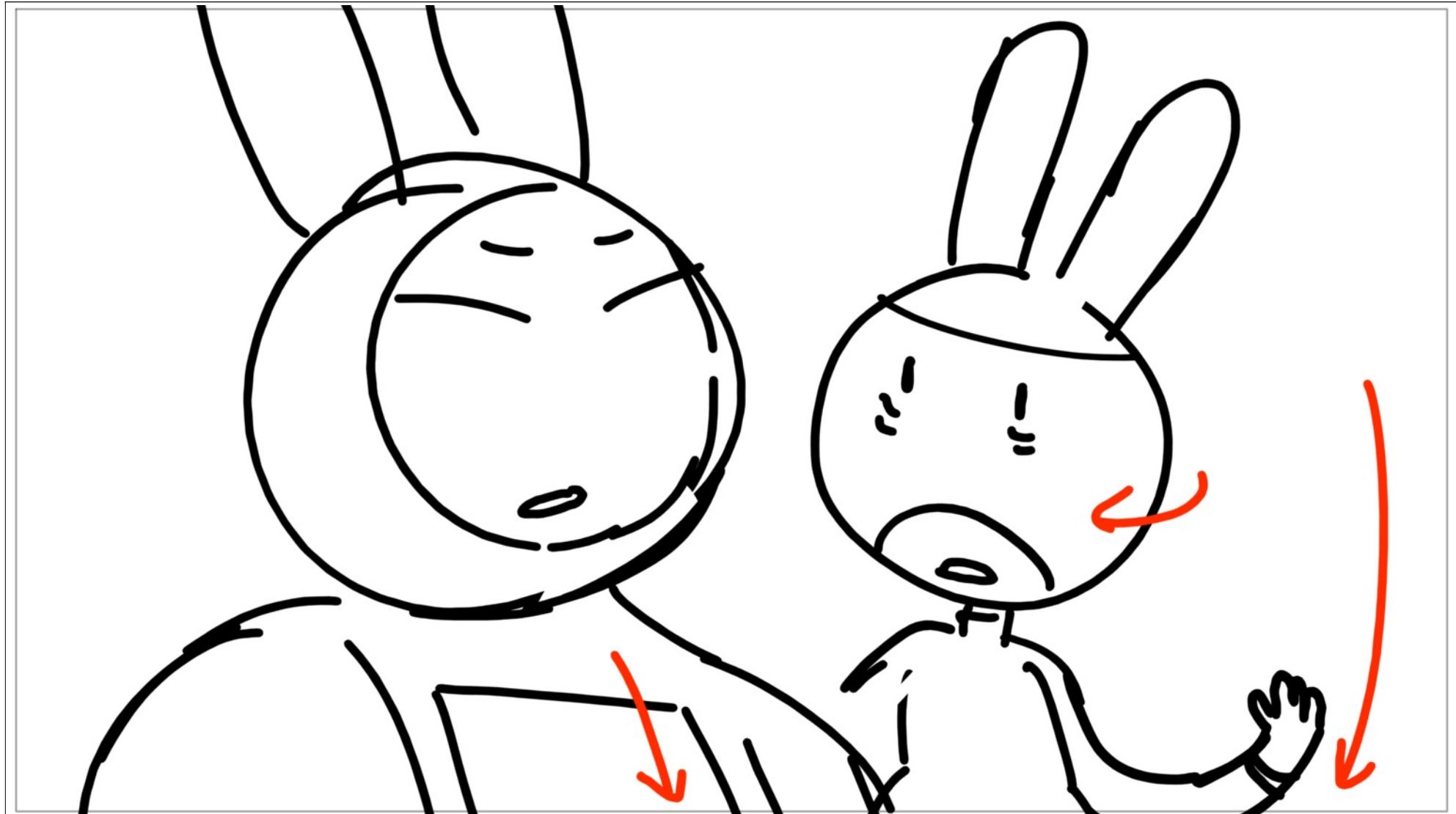
Scene	Duration	Panel	Duration
41	03:00	1	01:00



Dialog

KS-2: actually..

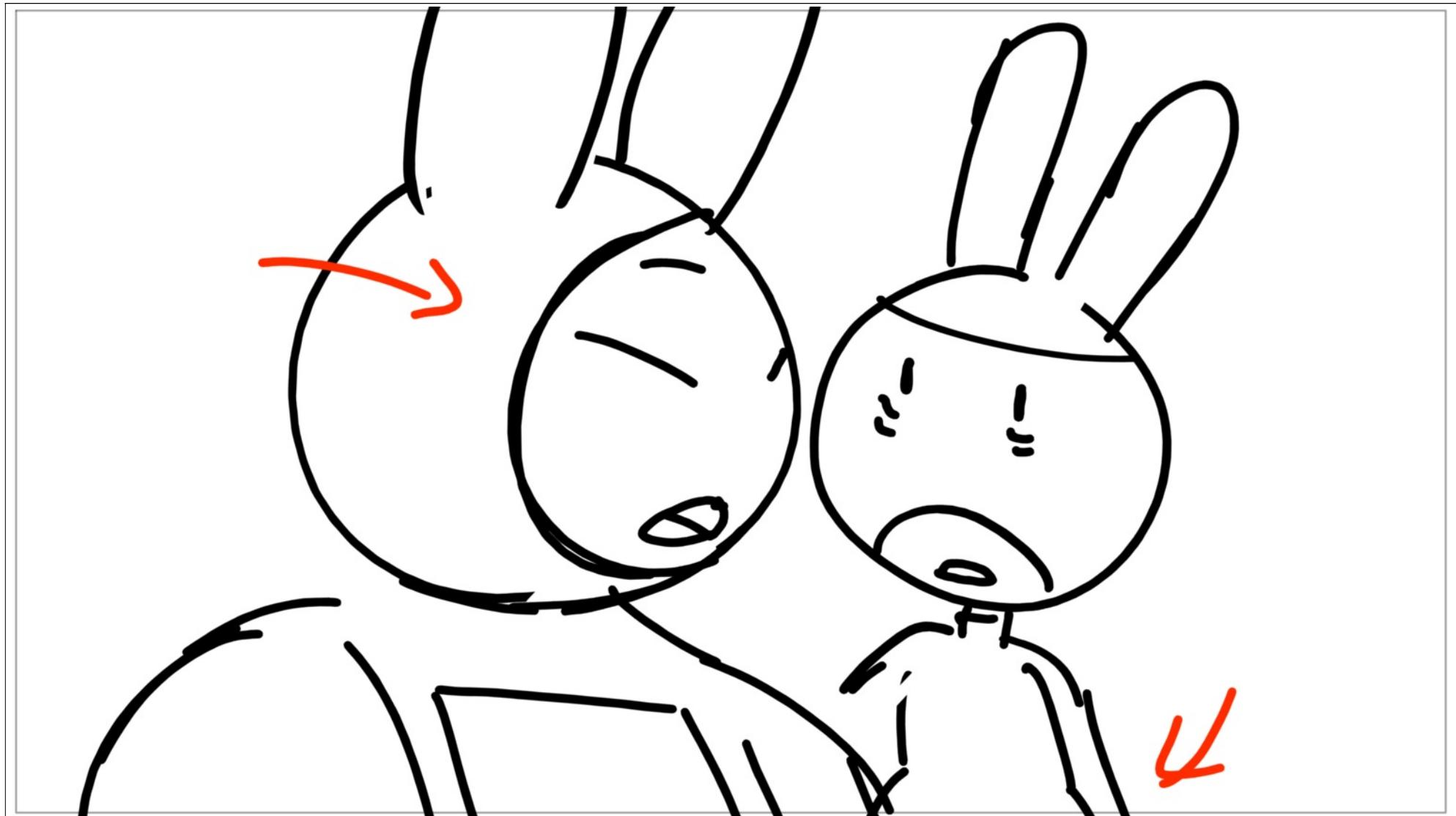
Scene	Duration	Panel	Duration
41	03:00	2	01:00



Dialog

KS-2: the robot is right.

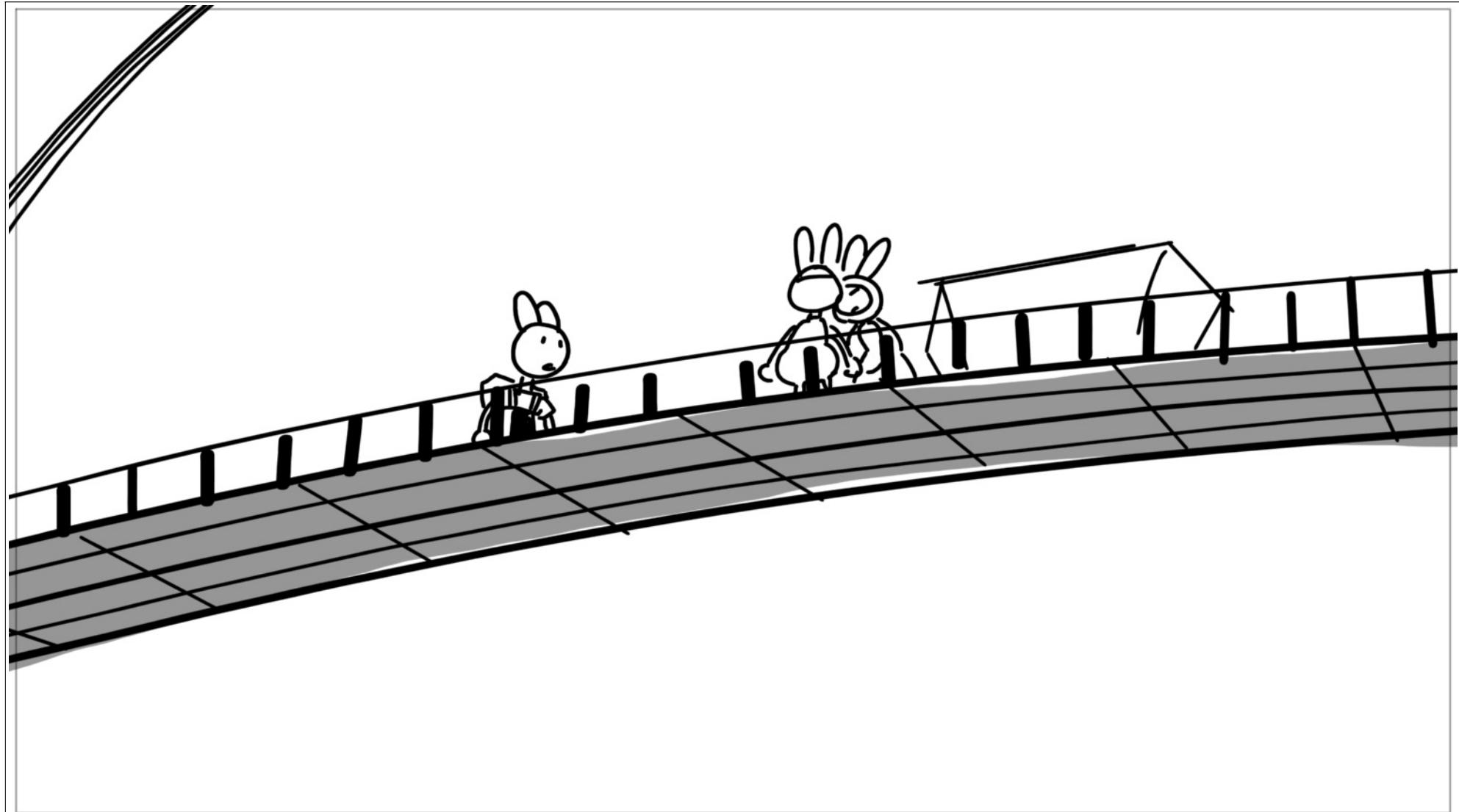
Scene	Duration	Panel	Duration
41	03:00	3	01:00



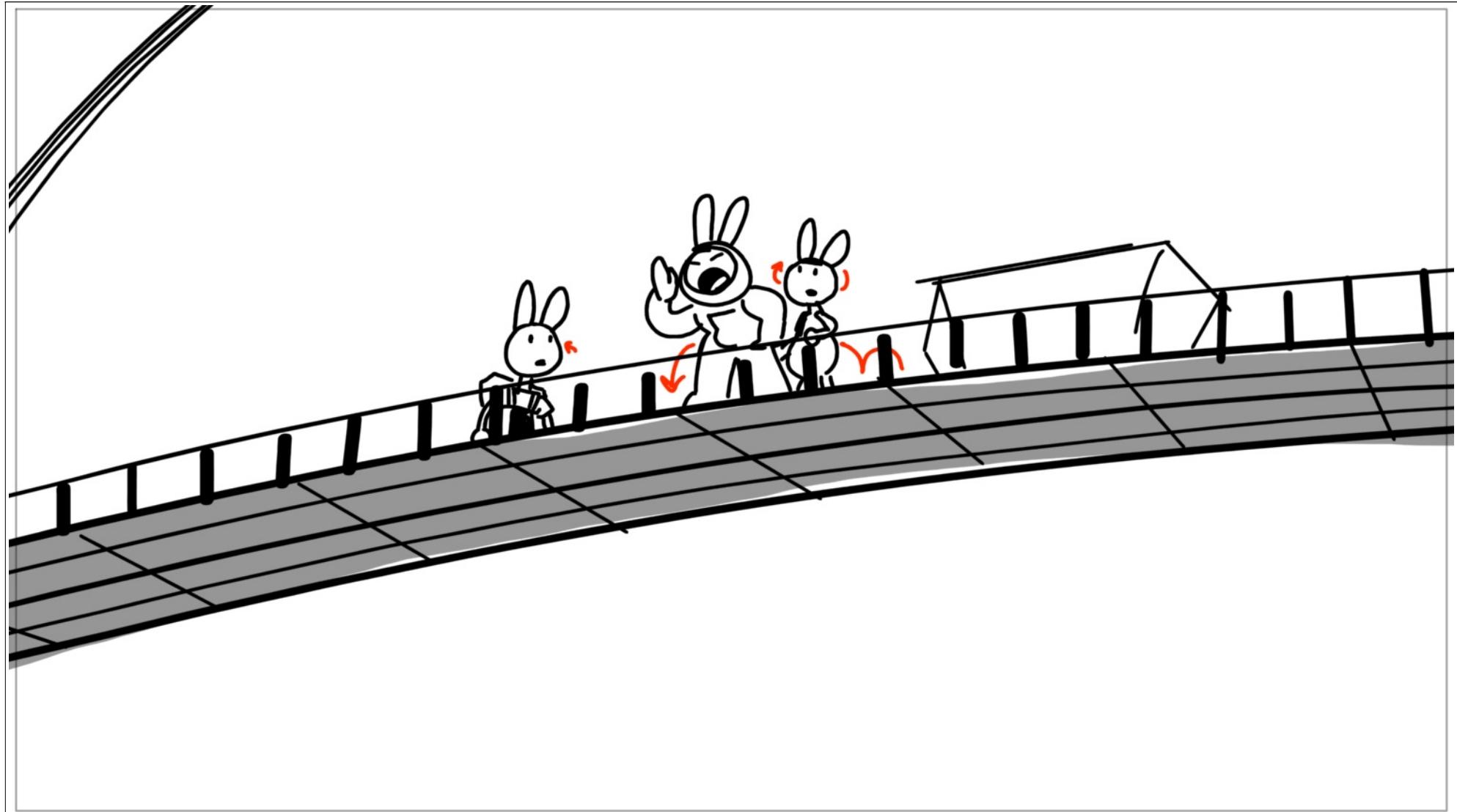
Dialog

KS-2: the only way we can stop the u-pod from draining all the juice from the Drift is to eject it.

Scene	Duration	Panel	Duration
44	02:00	1	01:00



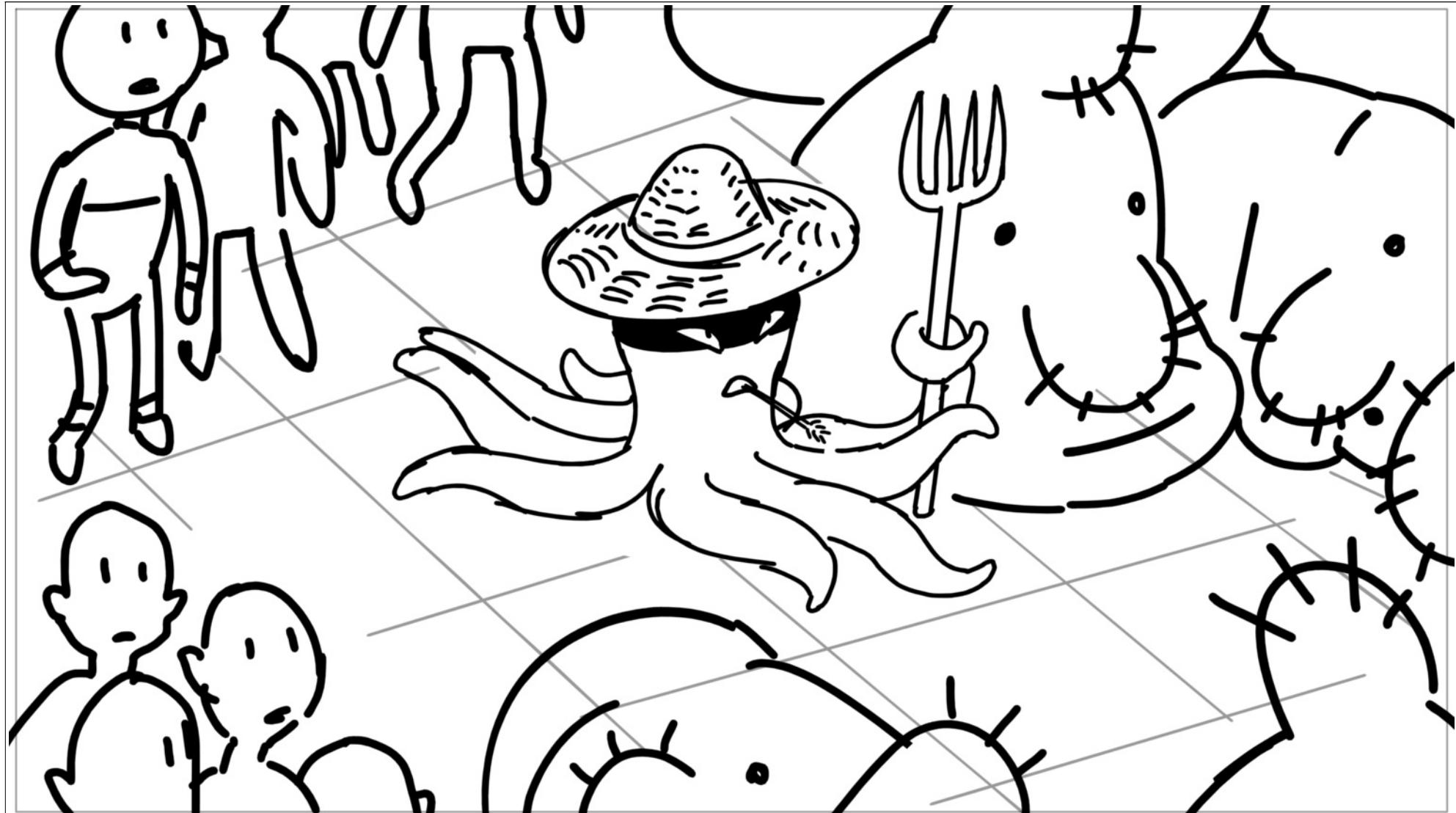
Scene	Duration	Panel	Duration
44	02:00	2	01:00



Dialog

KS-2: (turns to the crowd) everyone, we're gonna need a lot of muscle, and fast!

Scene	Duration	Panel	Duration
45	01:00	1	01:00



Dialog

farmer: I got muscle.